



"Varmints"
1034-208
Final Board

Date 01/15/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 01/15/15
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Adam Muto & Kris Mukai

Animation Studio
SAEROM

FEB 04 2015

1034/208

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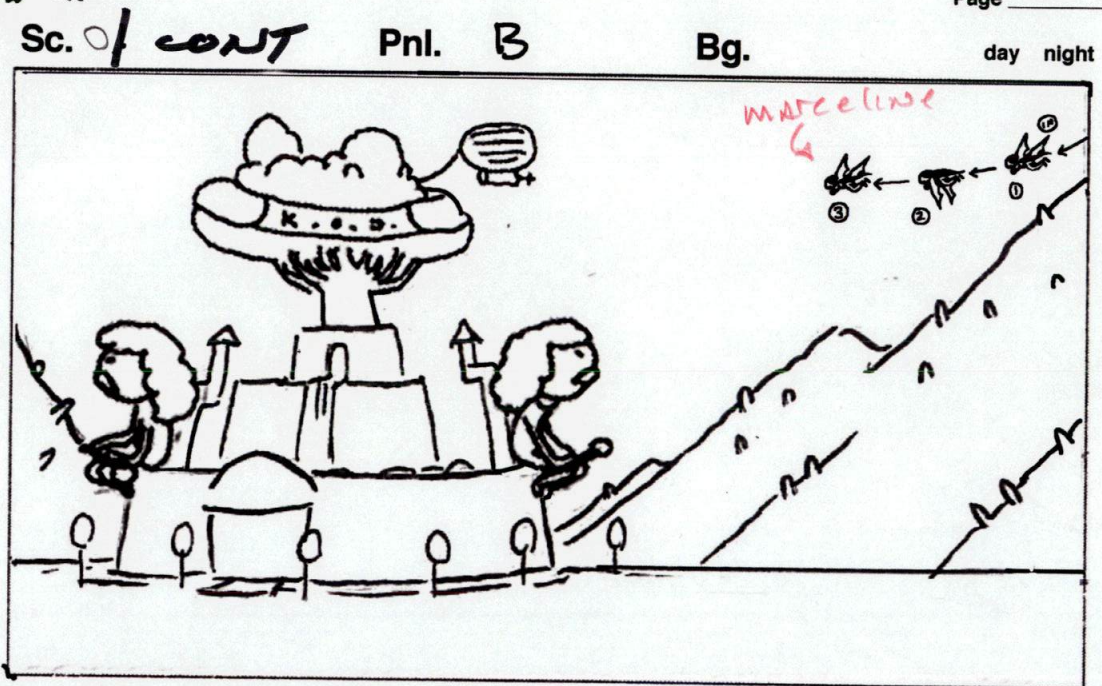
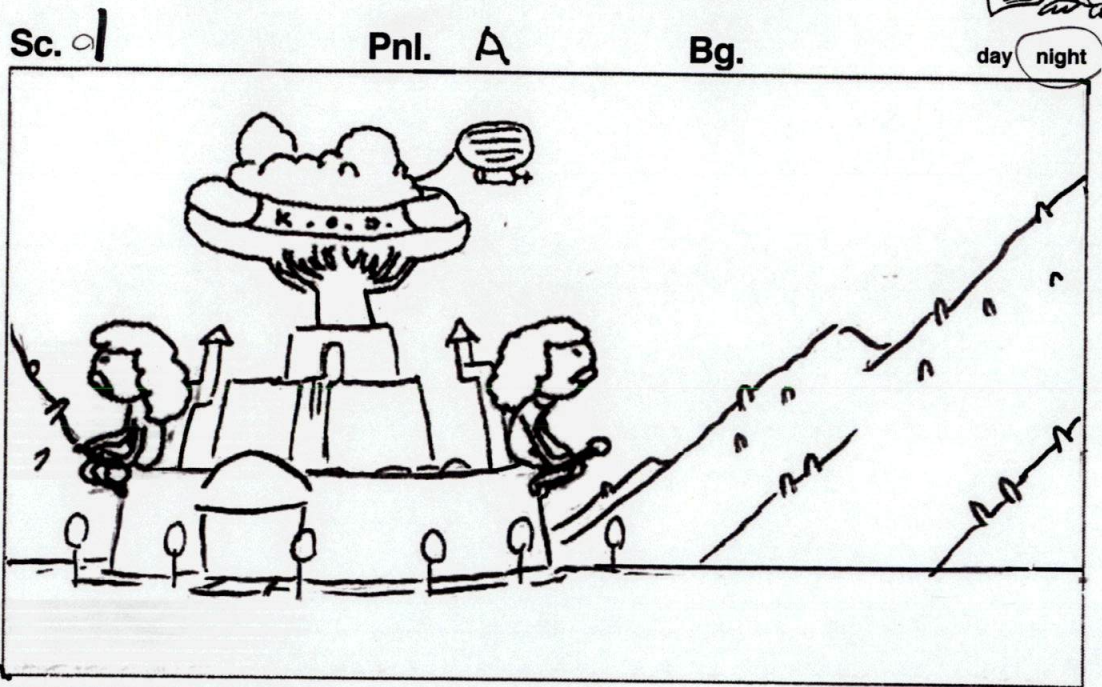
Start

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ADVENTURE TIME



HW
CW



Dialog:	SFX: * FLAPPING *	
Action:	- EST. CANDY KINGDOM, NIGHT (KOO-MODIFIED C.K.)	- M. FLIES ON/S W/ BAT WINGS
Timing:		

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EPISODE #
1034/208

Production:

Ho
cut

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ADVENTURE TIME



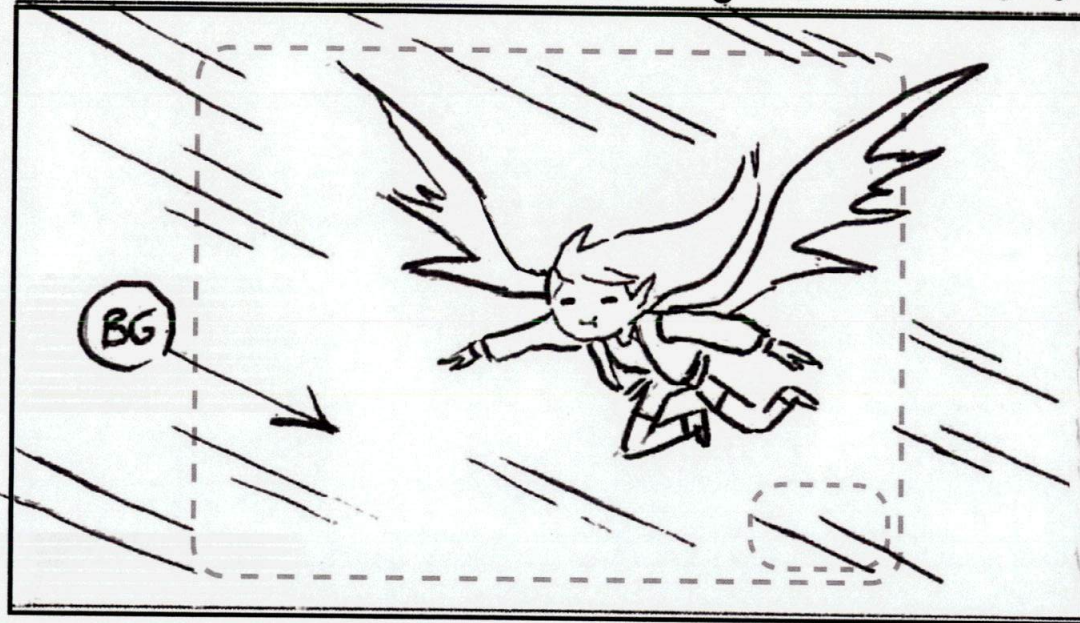
Page 02

Sc. 02

Pnl. A

Bg.

day night



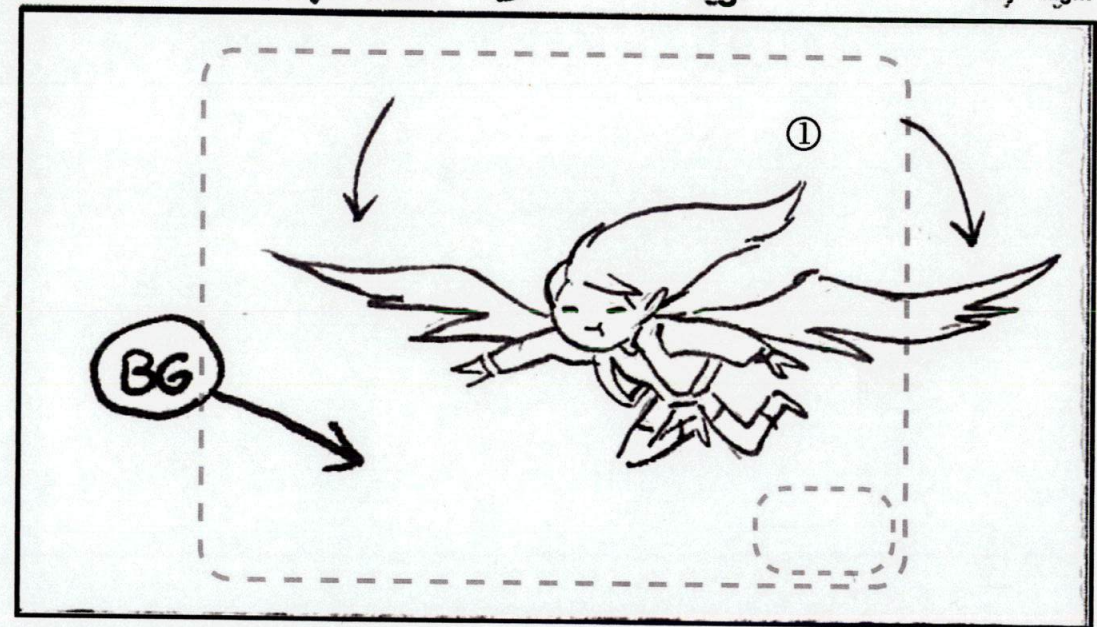
Sc. 02

CONT

Pnl. B

Bg.

day night



Dialog:

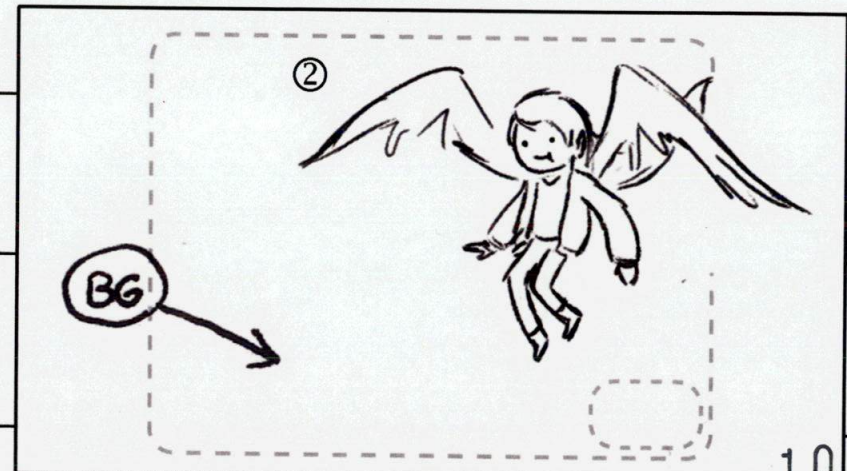
M : [HUMMING TO
HERSELF]

Action:

-M. FLAPPING WINGS

Timing:

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1034/208

Production:

ADVENTURE TIME



cut

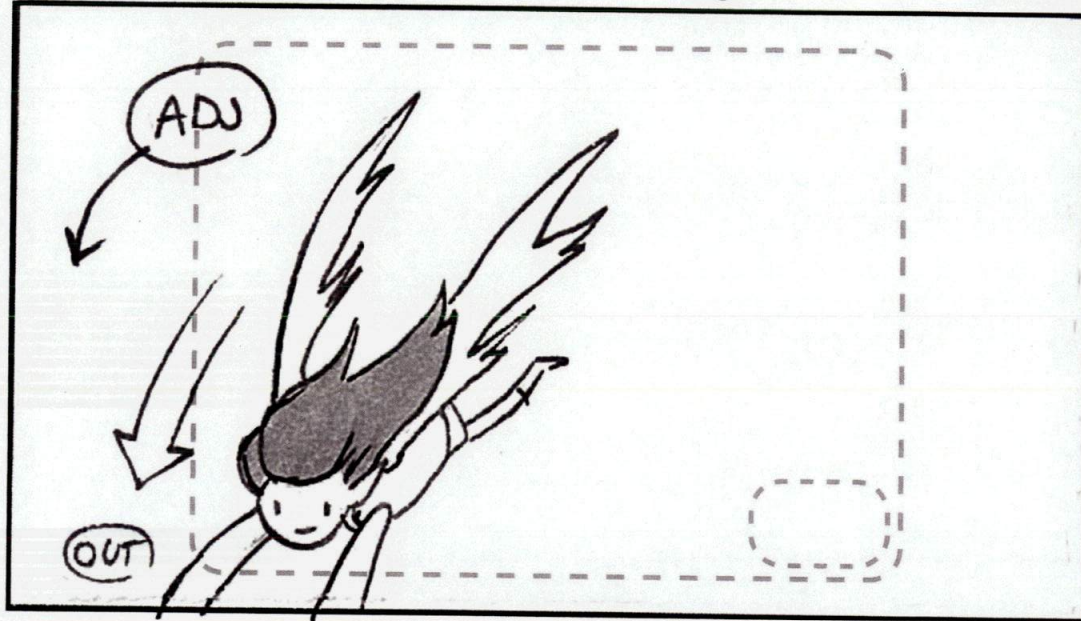
Page **03**

Sc. 2 **CONT**

Pnl. C

Bg.

day night

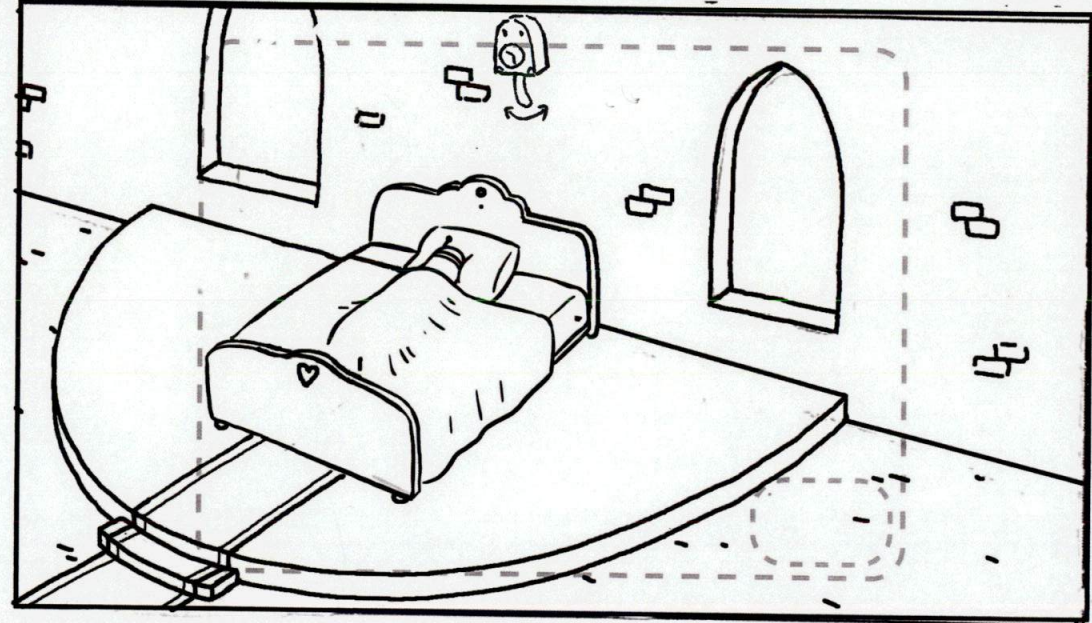


Sc. 3

Pnl. A

Bg.

day night



Dialog:

SFX: *WHOOSH*


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Action:

-M. DIVES OFF/S.

-INT. PRINCESS BUBBLEGUM'S BEDROOM

(REF. 'SKY WITCH')

-CAT CLOCK ON WALL TAIL SWINGS BACK & FORTH *①*  *②*

Timing:

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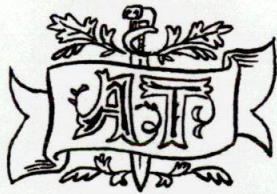
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ADVENTURE TIME



Page 04

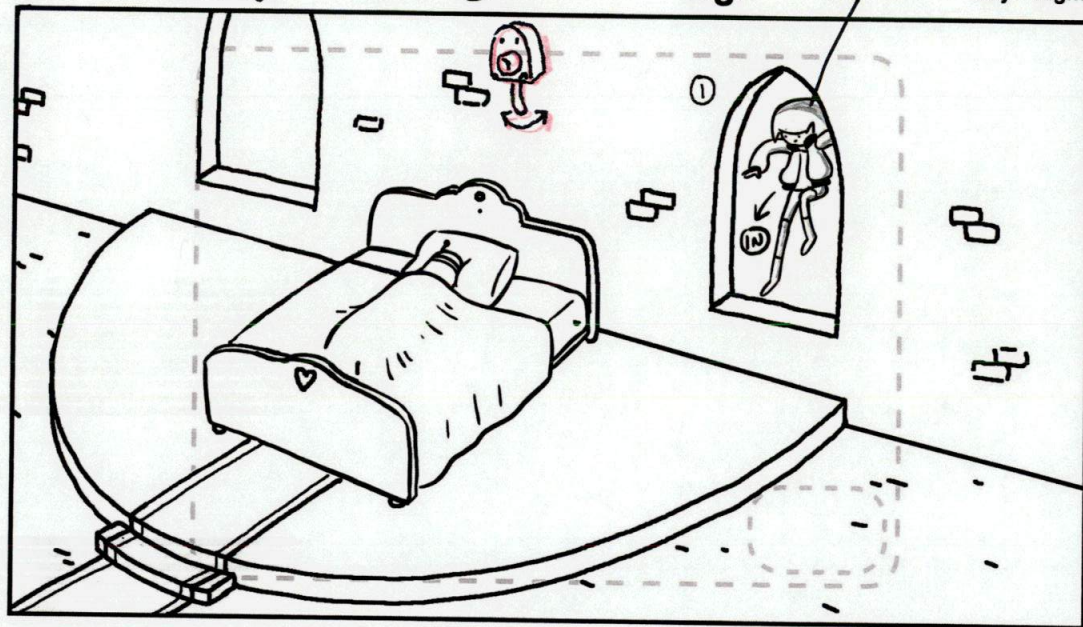
Sc. 03 CONT

Pnl. B

Bg.

moon light
rim

day night

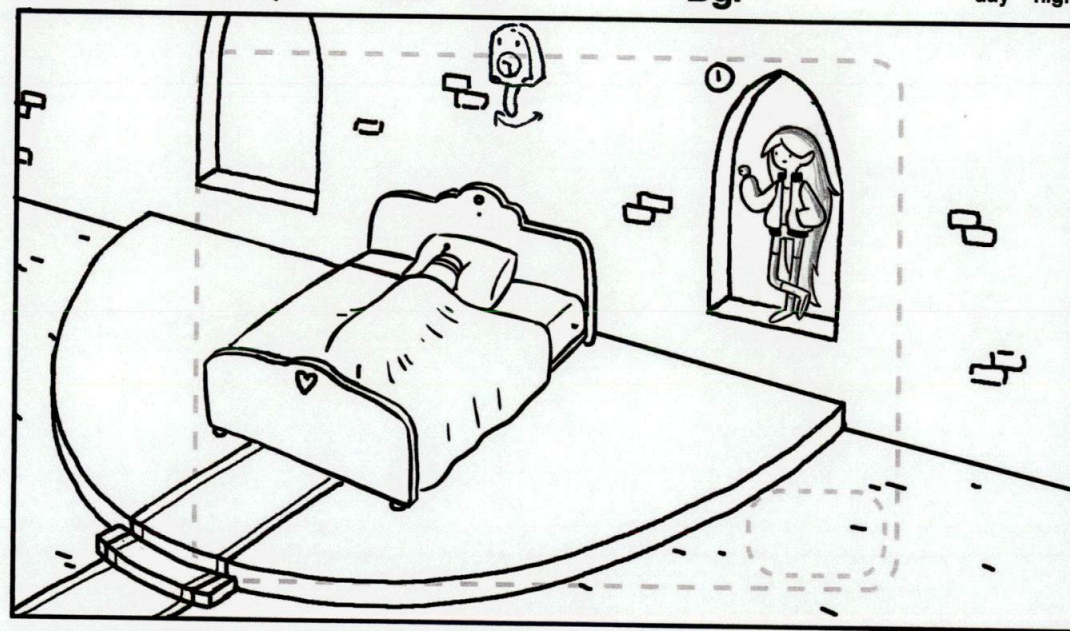


Sc. 03 CONT

Pnl. C

Bg.

day night



Dialog:

Action:

- M FLIES INTO WINDOW,
LANDS ON WINDOW SILL

Timing:



M: NAWK - NAWK

- M. KNOCKS
ON JAMB,

CYCLE:
①, ②, ①, ②, ①



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HV
CUT

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ADVENTURE TIME



MOONLIGHT,
NOT SHAD.

Sc. 04

Pnl. A

Bg.

day night

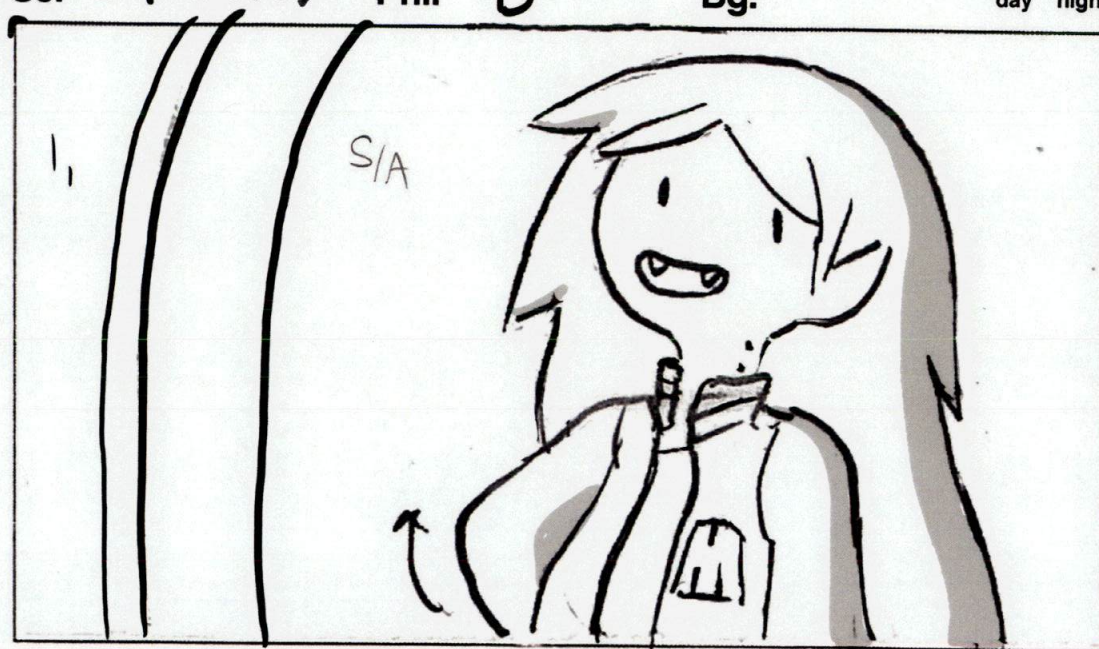


Sc. 04 cont

Pnl. B

Bg.

day night



Dialog:

M: YO PEEBS --

M: YOU WANT TO MAKE
A MIDNIGHT
SQUEEZ-E-MART RUN ?

Action:

(SP)



Timing:

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HO
CUT

ADVENTURE TIME



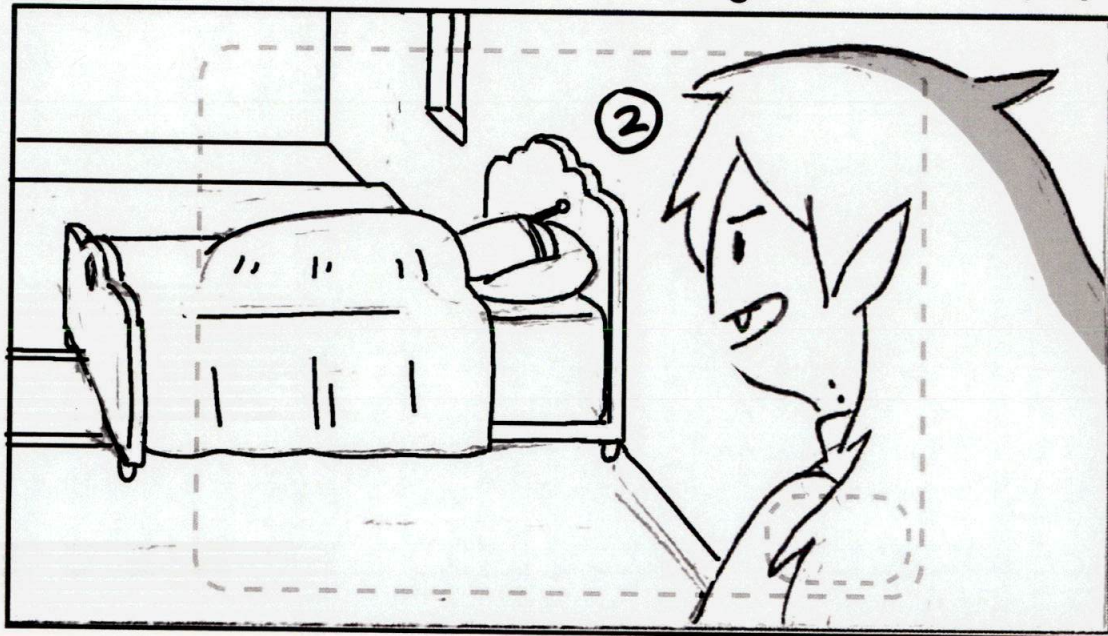
Page 06

Sc. 05

Pnl. A

Bg.

day night

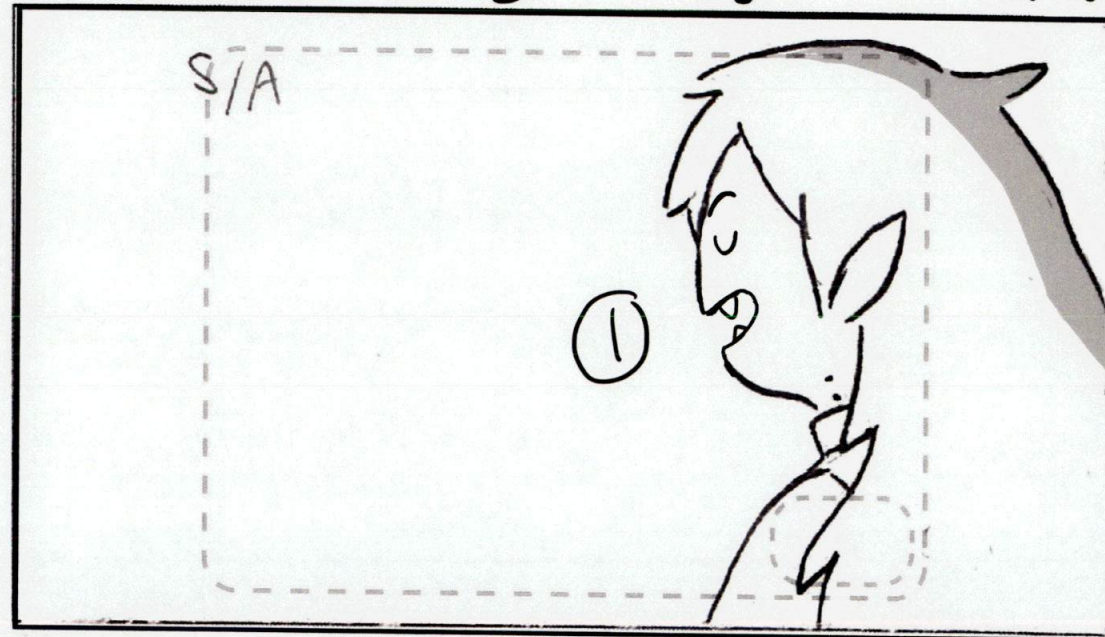


Sc. 05 CONT

Pnl. B

Bg.

day night



Dialog:

M: ① I'M GONNA DRINK THE RED
FROM OUT THE CUSTOMERS'
BLOODSHOT EYES...

Action:

- "PB" IS TURNED
AWAY FROM MARCELINE.

Timing:



① M/ Haha sike, I'll probably
just get a slushie...

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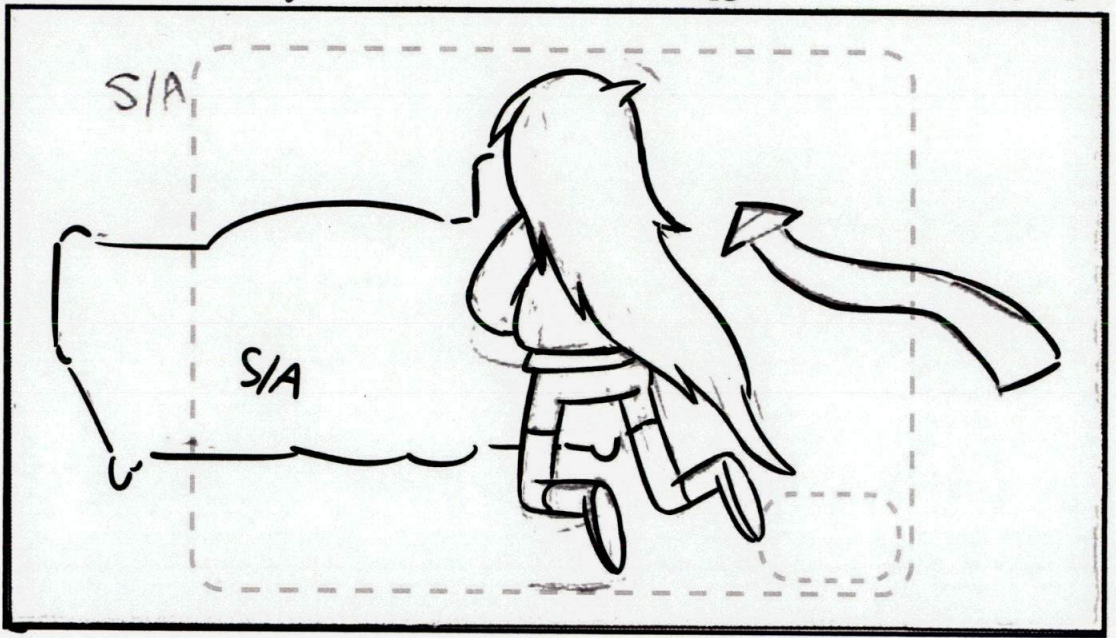
ADVENTURE TIME



Sc. 05 CONT Pnl. C Bg. day night



Sc. 05 CONT Pnl. D Bg. day night



Dialog:	<u>M</u> : (LOUD WHISPER) BUBBLEGUM.	SFX: * WHOOSH *
Action:	- M. LEANS FORWARD	
Timing:	- M. FLOATS FORWARD TOWARDS BED.	
	- RIM ANIMATES OFF	

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HTU
CW

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Production:

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ADVENTURE TIME



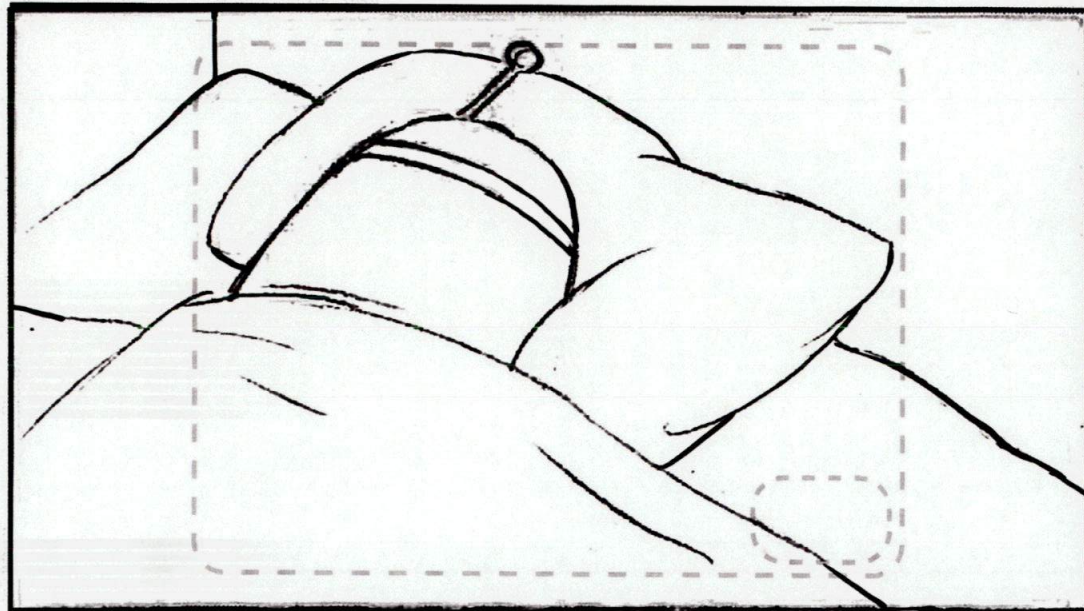
Page **08**

Sc. **6**

Pnl. **A**

Bg.

day night

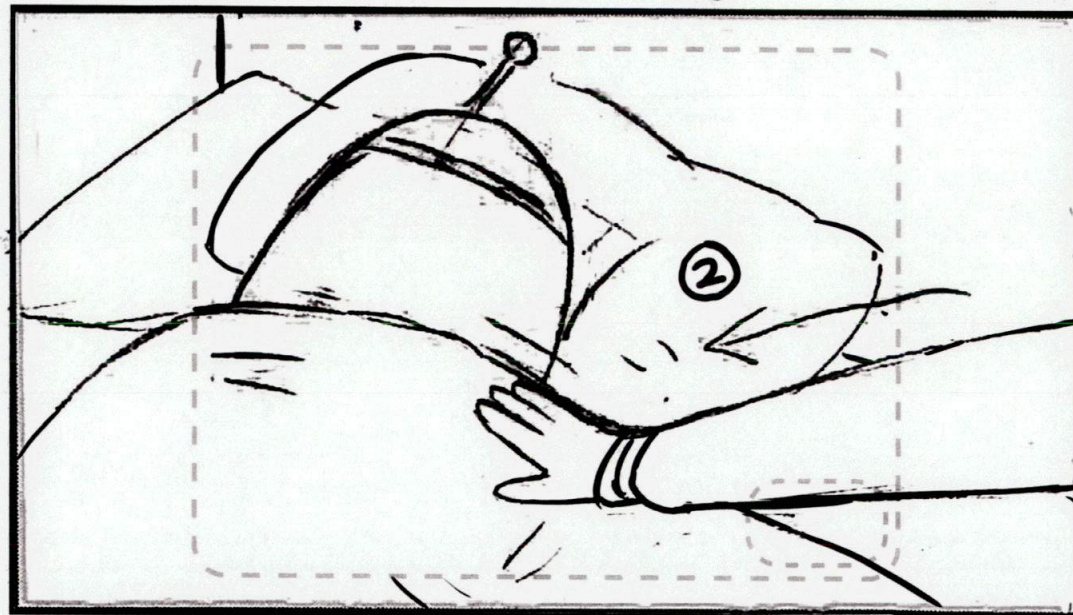


Sc. **6 CONT**

Pnl. **B**

Bg.

day night



Dialog:

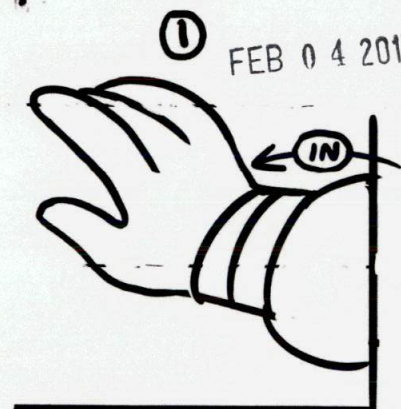
(WHISPER)

M: HEY, BONNIBEL.

Action:

- M. TOUCHES "PB"
ON THE SHOULDER.

Timing:



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Production:

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1034/208

ADVENTURE TIME



*Ho
aw*

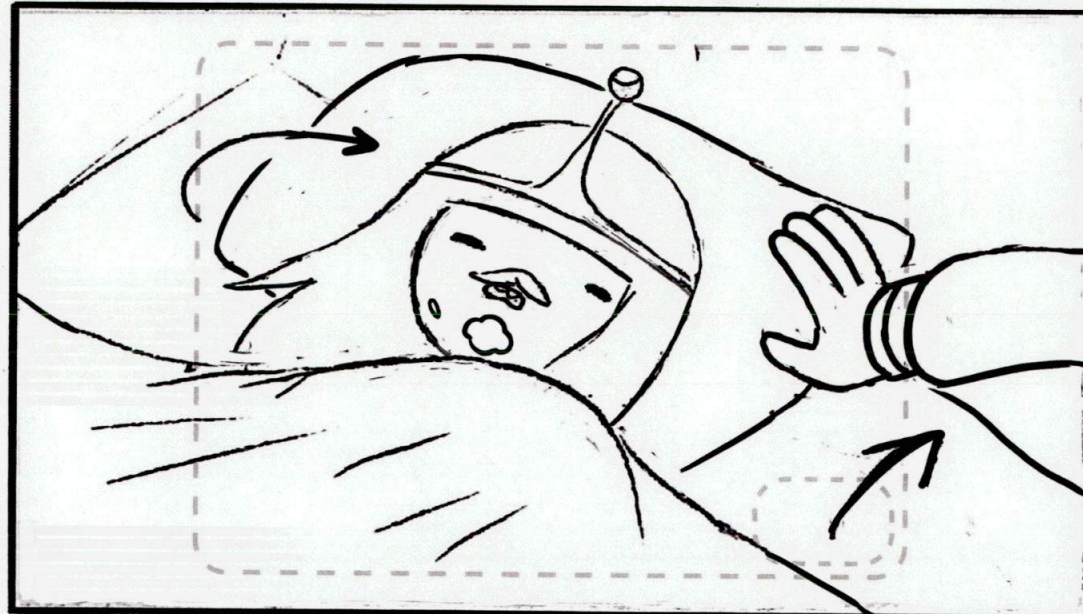
Page 09

Sc. 06 *CONT*

Pnl. C

Bg.

day night

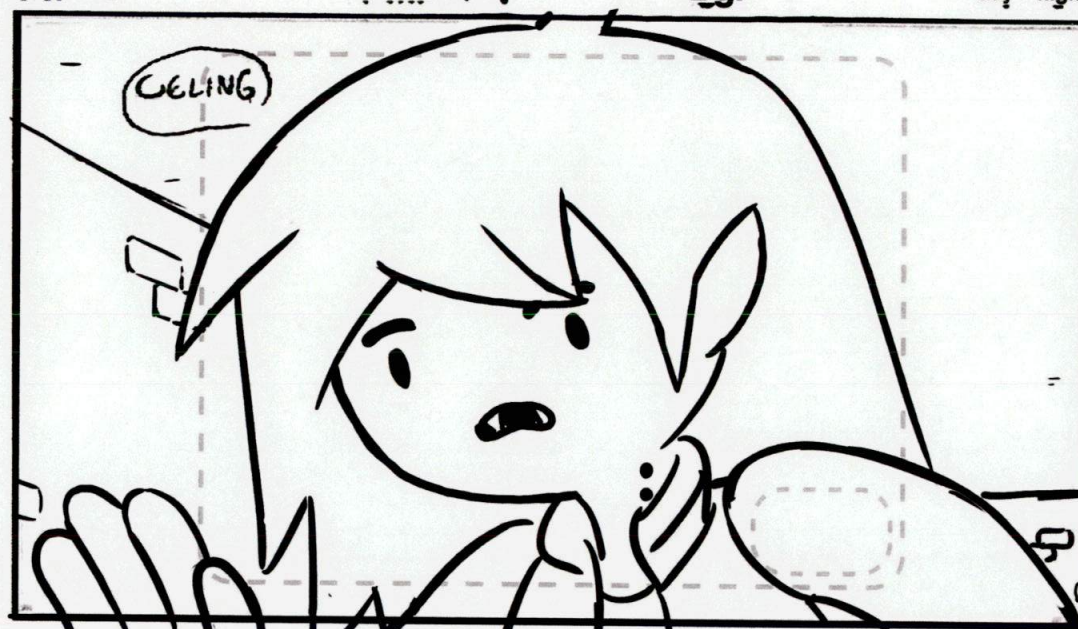


Sc. 07

Pnl. A

Bg.

day night



Dialog:

KOO: WHU?

Action:

- KOO TURNS OVER, SQUINTING

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Timing:

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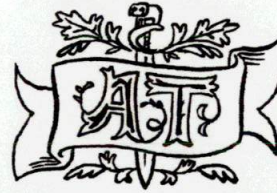
1034/208

Production:

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ADVENTURE TIME



CS

Sc. 07 CONT

Pnl. B

Bg.

day night

Sc. 08

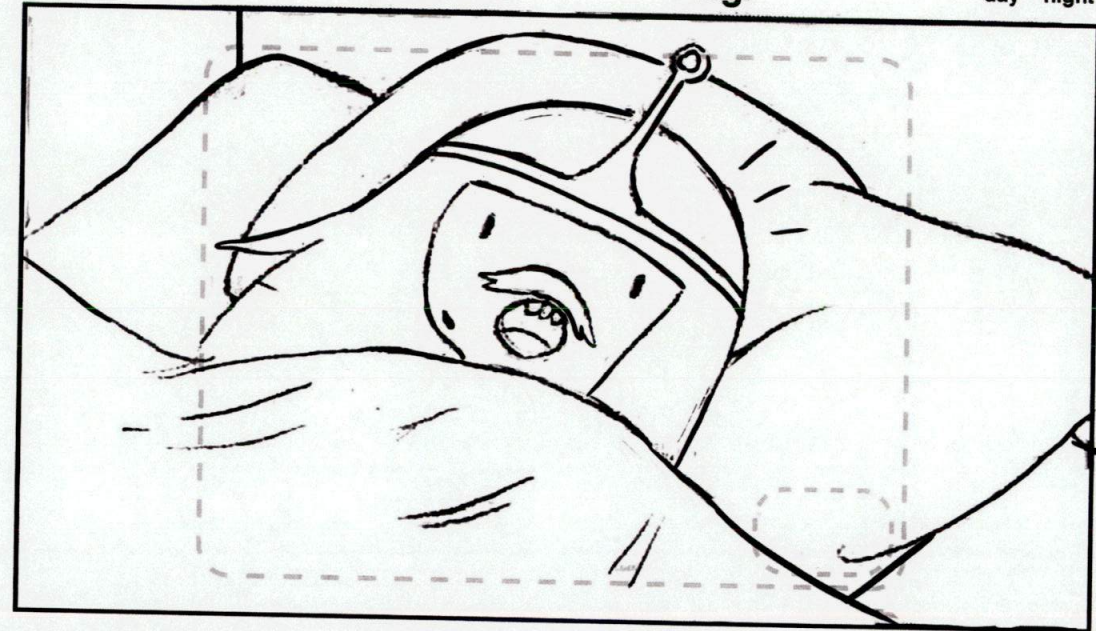
Pnl. A

Bg.

Page 10

day night

CS



Dialog:

M: AAH!!

KOO: AAAH!!

Action:

-M. RECOILS IN SHOCK.
(REF. BG "ISLA DE SEÑORITA")

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Timing:

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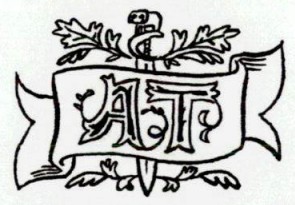
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ADVENTURE TIME



Cut

Page 11

ku
aw

Sc. 09

Pnl. A

Bg.

day night

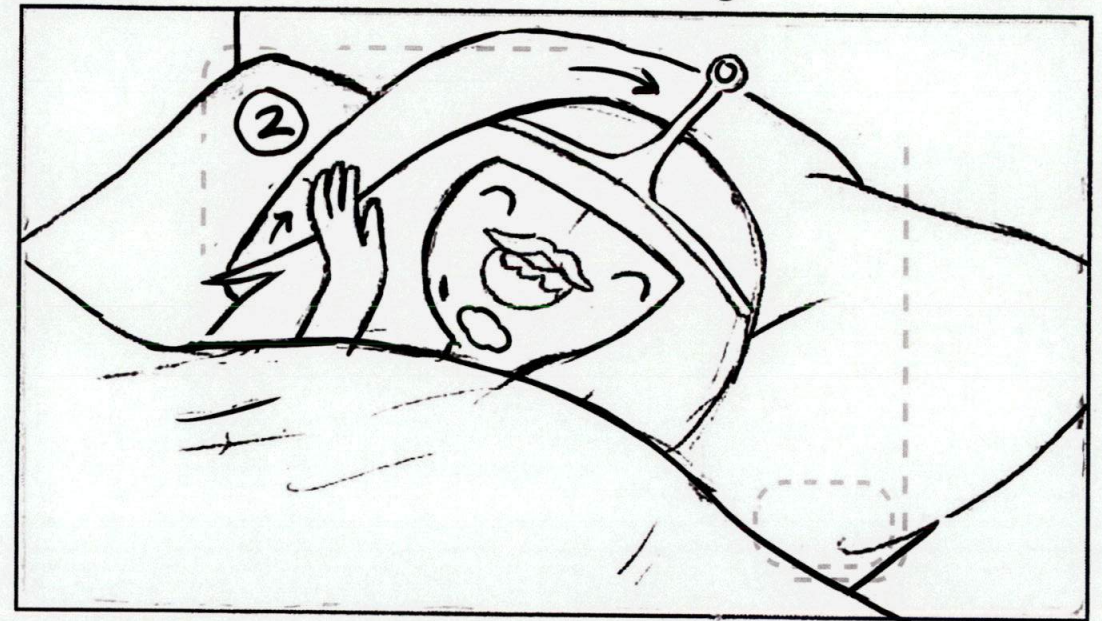


Sc. 10

Pnl. A

Bg.

day night



Dialog:

(CONFUSED)
M: AAAH!!

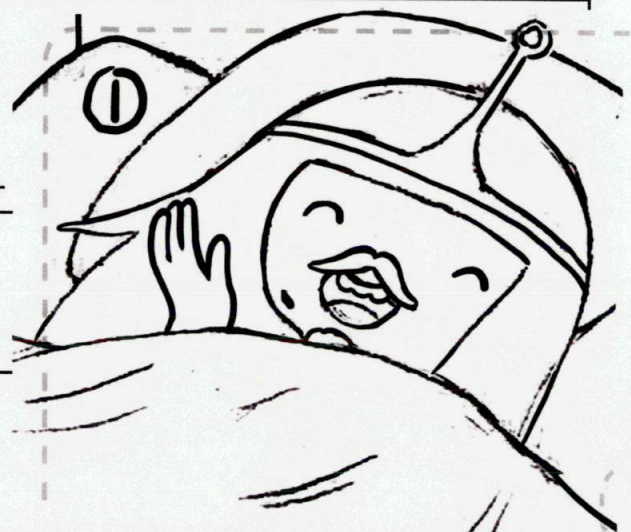
KOO: AAA 'AAAAA!'

Action:

- M'S SCREAM BECOMES CONFUSED.

- KOO'S SCREAM TURNS TO A SONG NOTE.

Timing:



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Handwritten initials: "H" and "CW" with a red checkmark.

ADVENTURE TIME

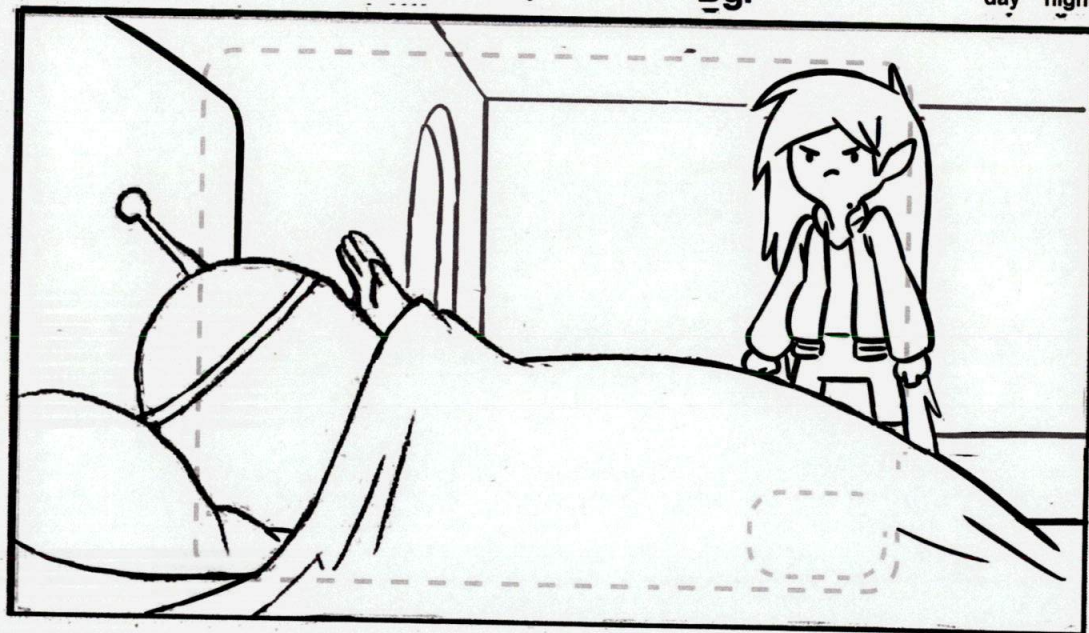


Sc. **11**

Pnl. **A**

Bg.

day night



Sc. **11 CONT**

Pnl. **B**

Bg.

day night



Dialog:

M: UGH! WHAT ARE
YOU DOING HERE!?

Action:

Timing:

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Production:

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ADVENTURE TIME

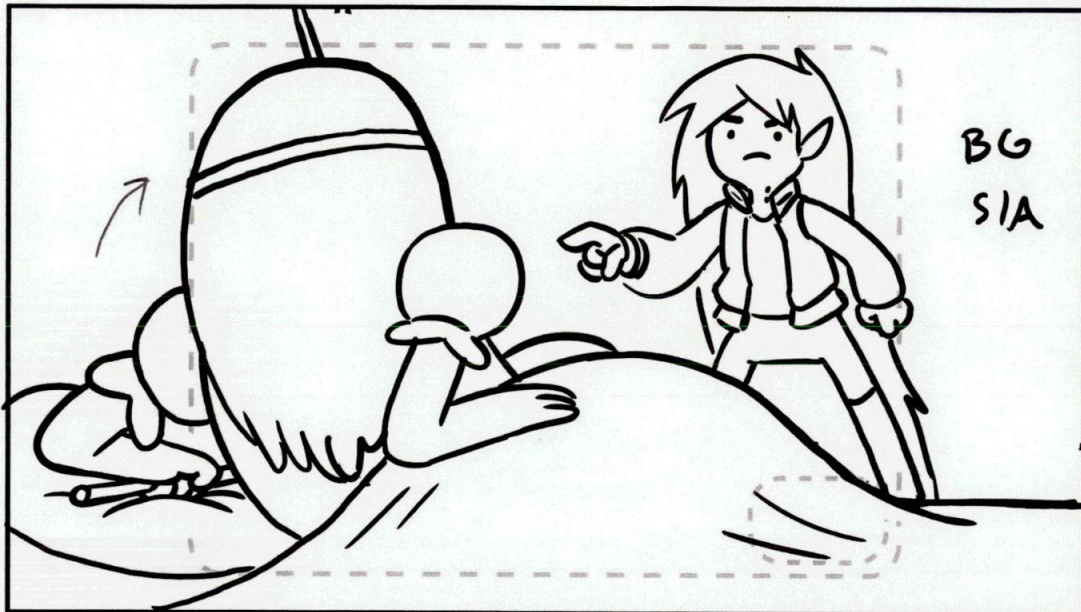


Page 13

Sc. 11 CONT Pnl. C

Bg.

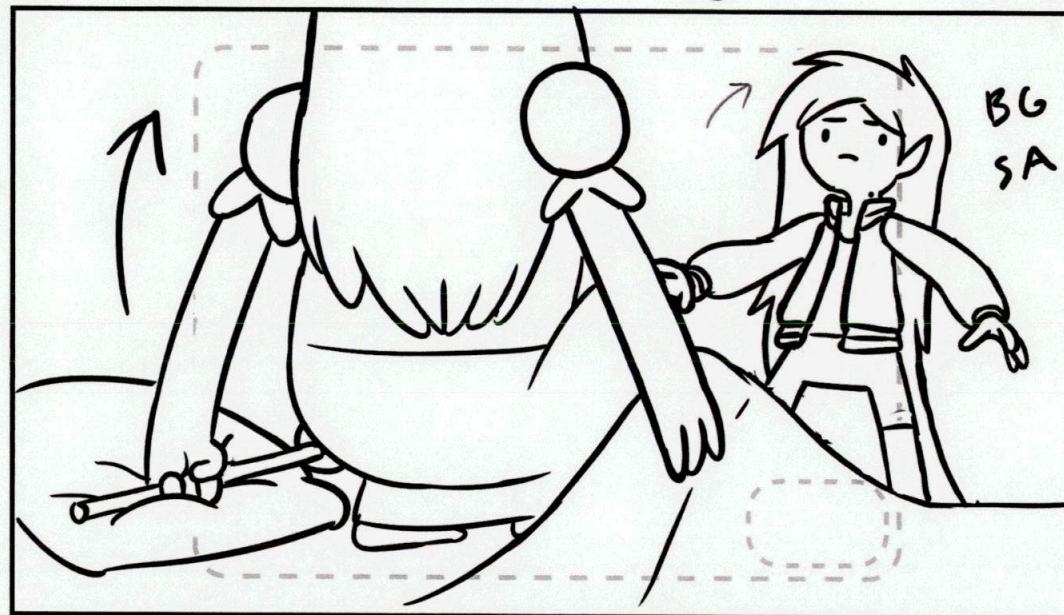
day night



Sc. 11 CONT Pnl. D

Bg.

day night



Dialog:

KOO: BE NOT
AFRAID CHILD -

Action:

- KOO CLIMBS OUT FROM UNDER COVERS

FEB 04 2015

Timing:

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Production:

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ADVENTURE TIME



Sc. 11 CONT Pnl. E Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:

KOO: IT IS I...

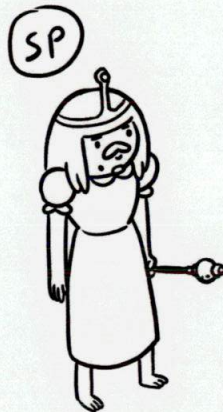
KOO: THE ONE TRUE PRINCESS of OOO!

Action:

- KOO RISES QUICKLY.

- KOO RAISES ARMS GRANDLY.
(WEARING PB'S NIGHT GOWN)

Timing:



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Production:

ADVENTURE TIME



Hu
Cw

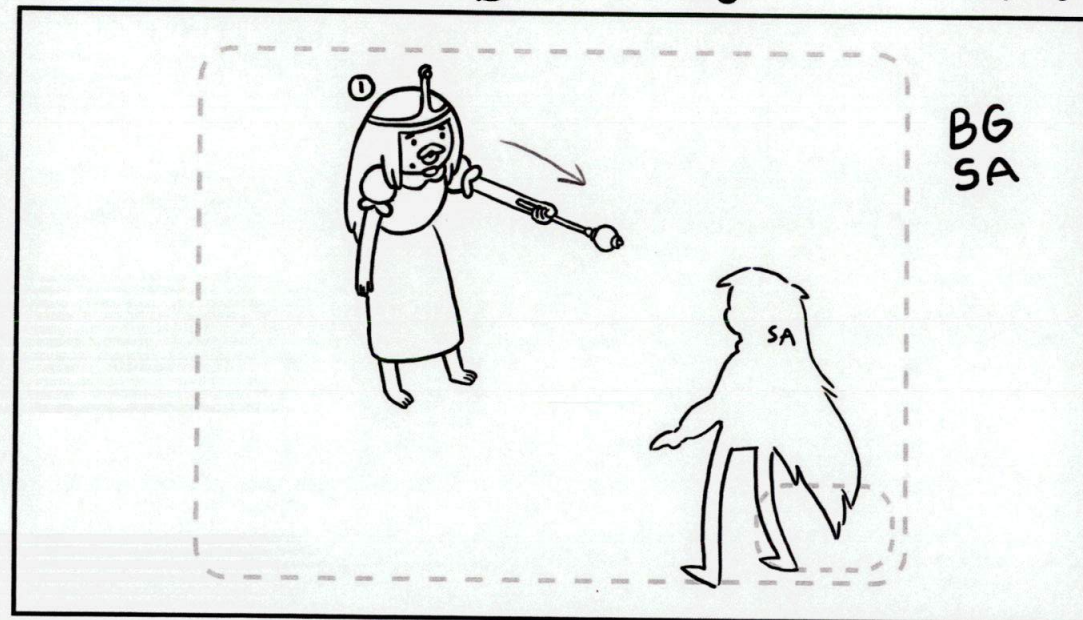
Page 15

Sc. 12 *CONT*

Pnl. B

Bg.

day night

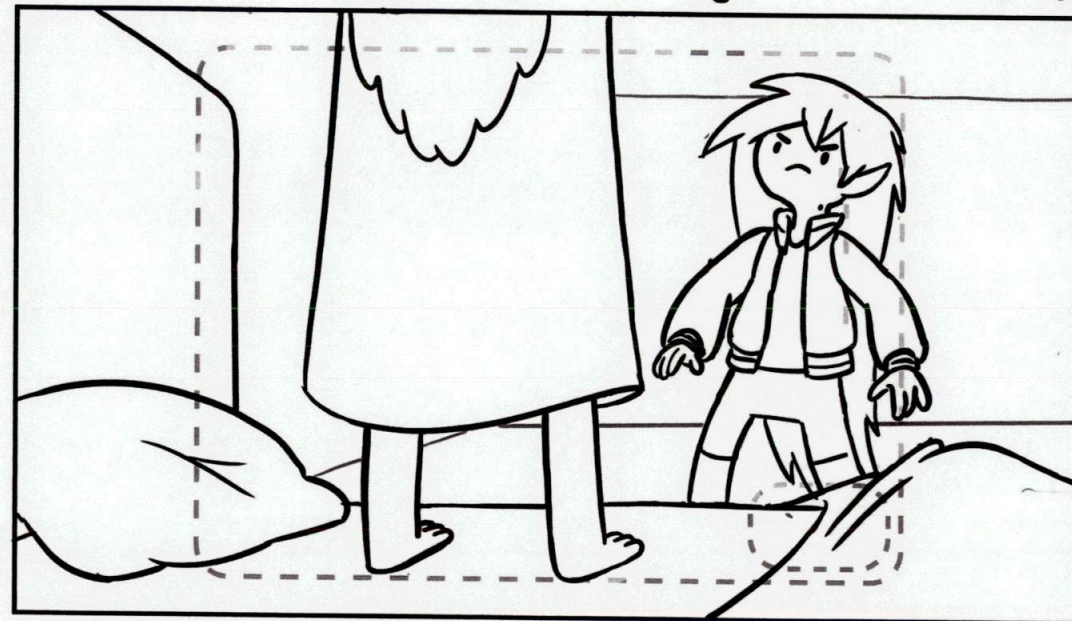


Sc. 13

Pnl. A

Bg.

day night



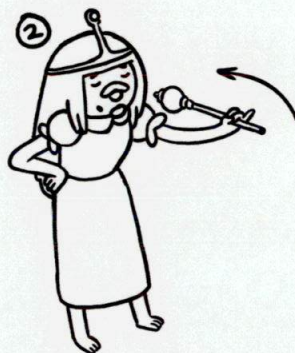
Dialog:

KOO:

AND YEA, "THOU SHALT
HAVE NO OTHER PRINCESSES
BEFORE ME ...

Action:

Timing:



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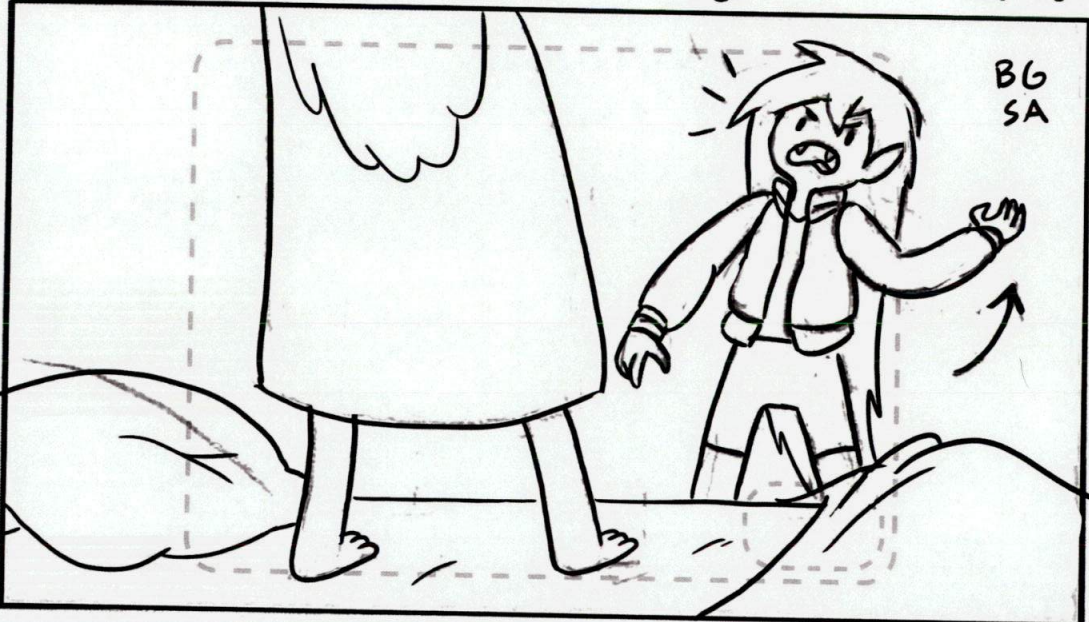
ADVENTURE TIME



Sc. 13 CONT Pnl. B

Bg.

day night

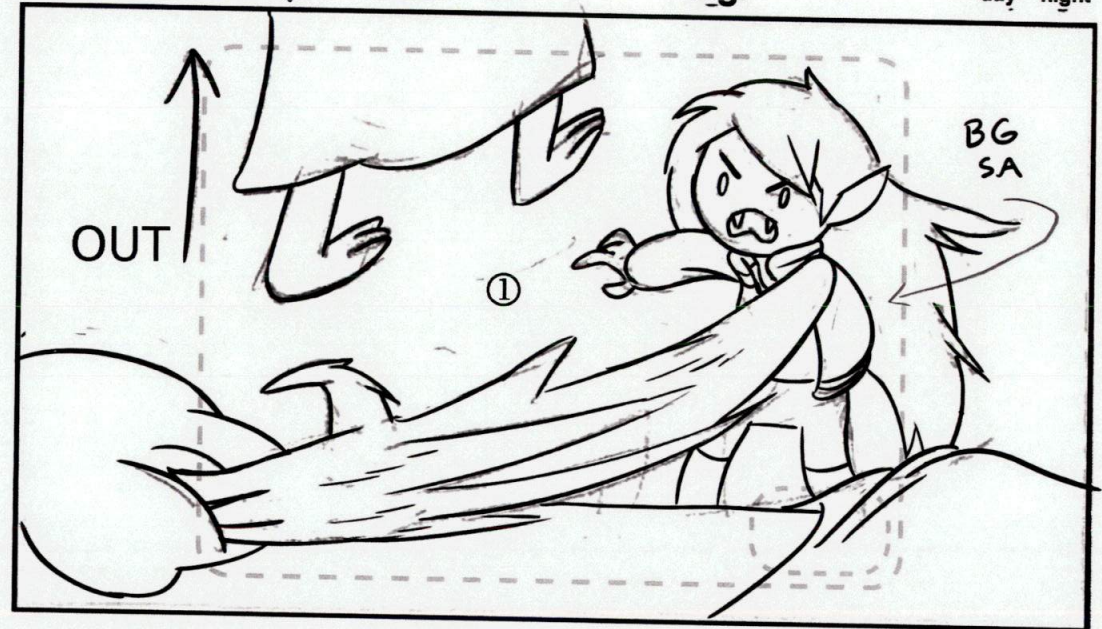


Sc. 13 CONT Pnl. C

Bg.

Page 16

day night



Dialog:

M. WHU.-

Action:

-M. ANTICS, FORMS CLAW

Timing:

M. (FAST), WHERE'S BUBBLEGUM!?

FFB 0 4 2015

-M. SLASHES AT KOO'S LEGS WITH CLAWED ARM AND HITS PILLOW.



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ADVENTURE TIME



Page 17

Sc. 14

Pnl. A

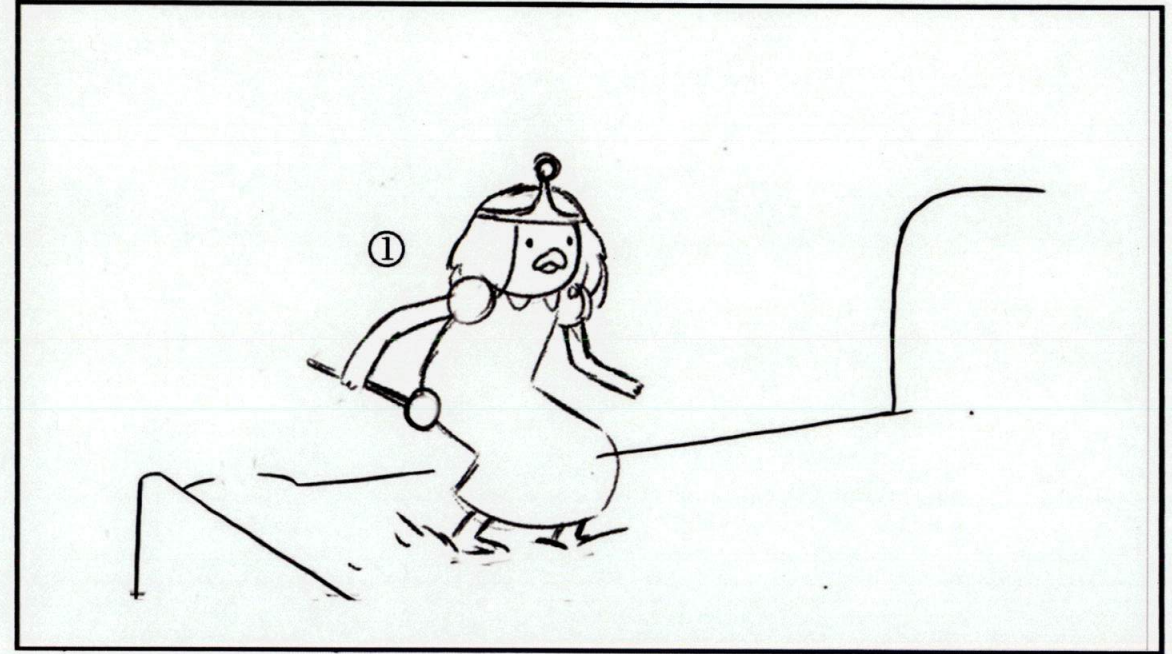
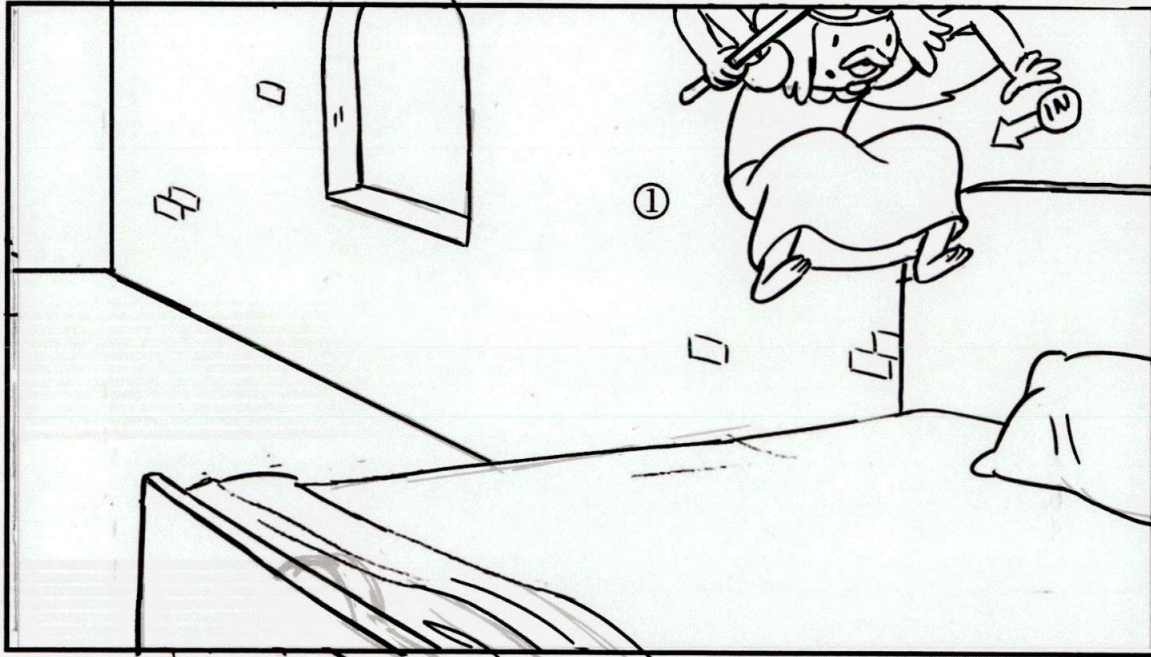
night

Sc. 14 CONT

Pnl. B

Bg.

day night



Dialog:

K: HA, HA WHOA!

K/ Relax. Bubblegum is fine... FEB 04 2015

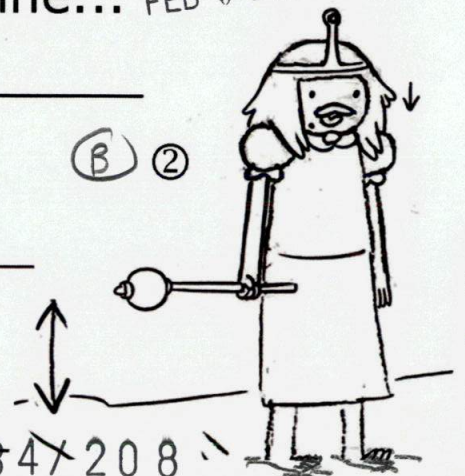
Action:

- KOO LEAPS BACK
TO OTHER SIDE OF BED.

Timing:



- KOO BOUNCES UP
AND DOWN ON
THE BED.

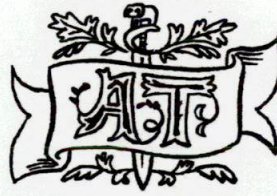


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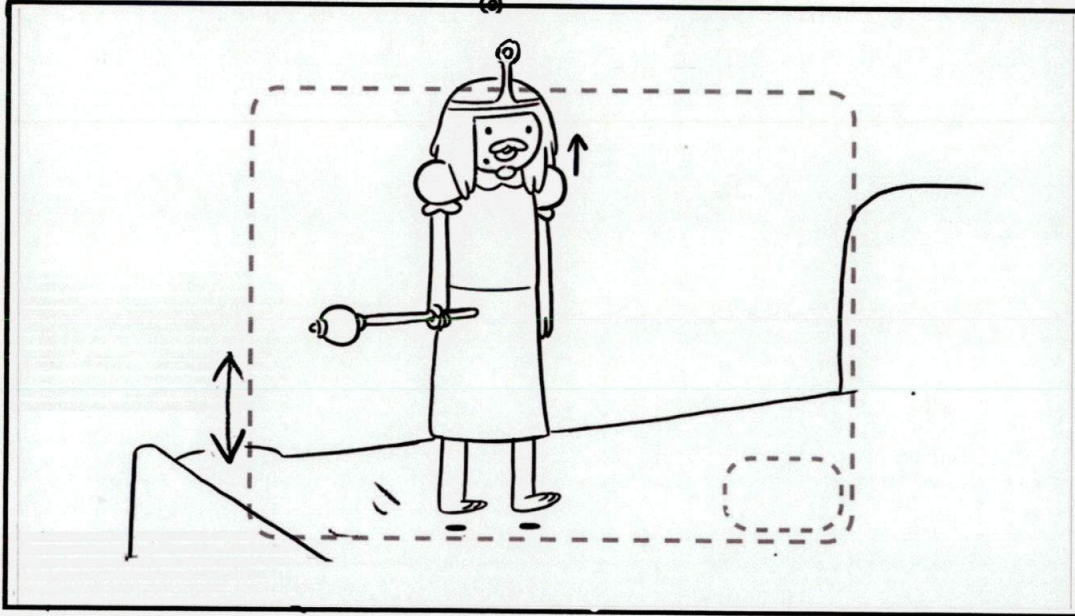
ADVENTURE TIME



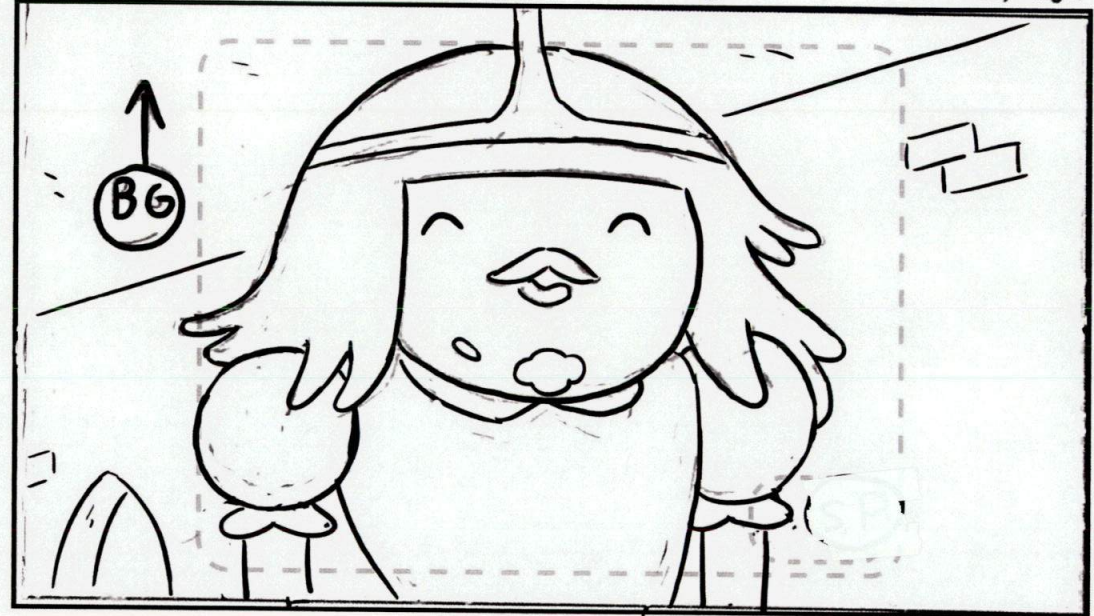
AN
CUT

Page 18

Sc. 14 CONT Pnl. C Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:

KOO: JUST FINE ...

DOWN

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Action:

CYCLE W/ PREV PNL.

Timing:

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Production:

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ADVENTURE TIME

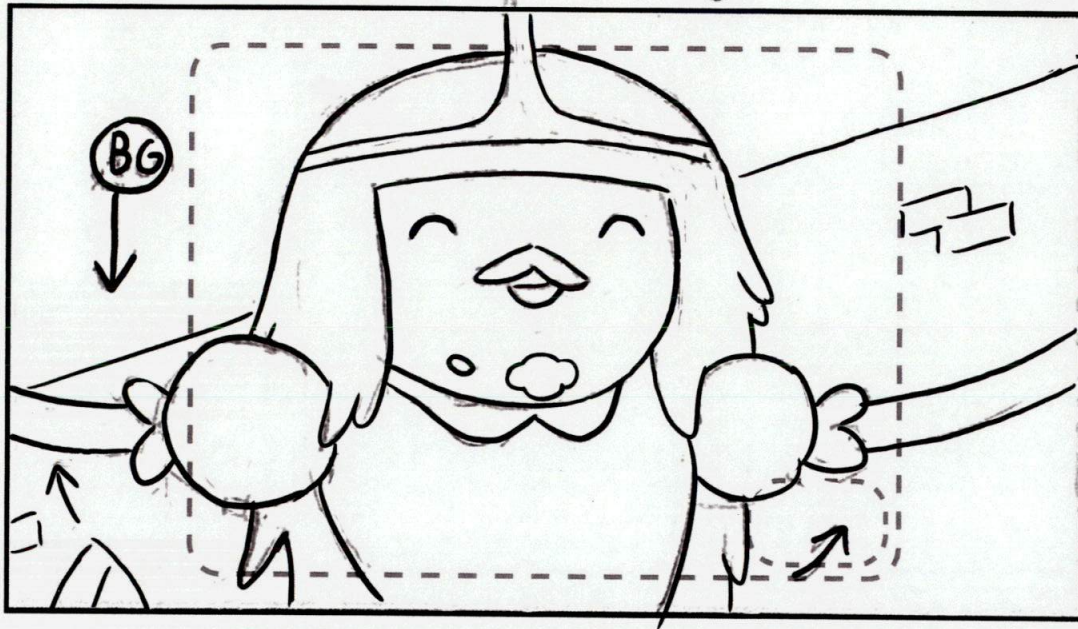


Page 19

Sc. 15 cont Pnl. B

Bg.

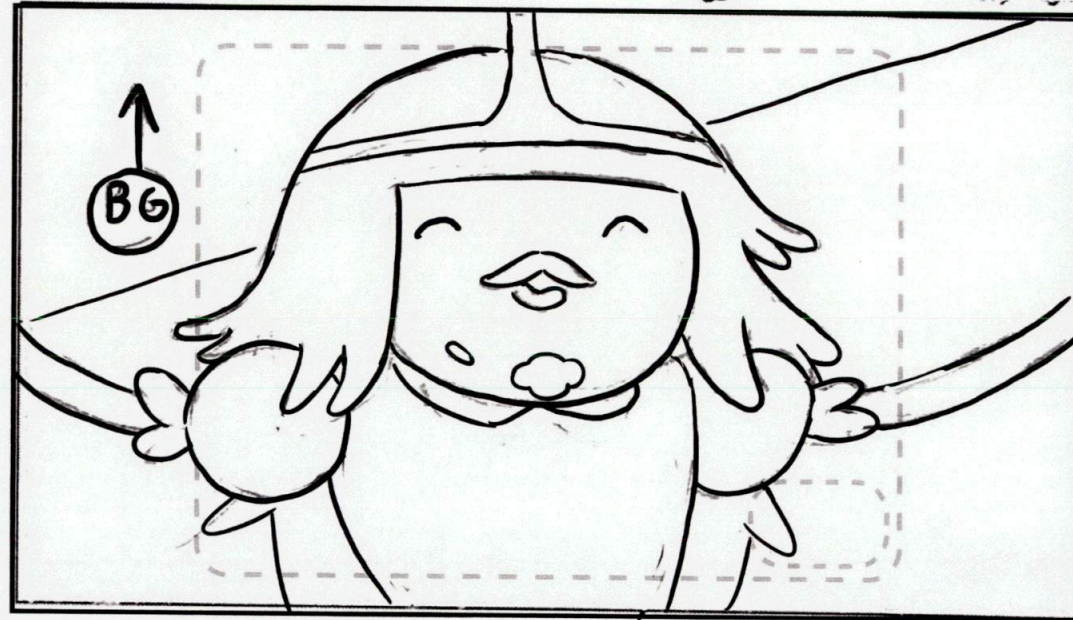
day night



Sc. 15 cont Pnl. C

Bg.

day night



Dialog:

(UP)

K: AND DEPOSED!
AND POWERLESS!

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Action:

- KOO CONTINUES
BOUNCING
THROUGH DIALOG

CYCLE

Timing:

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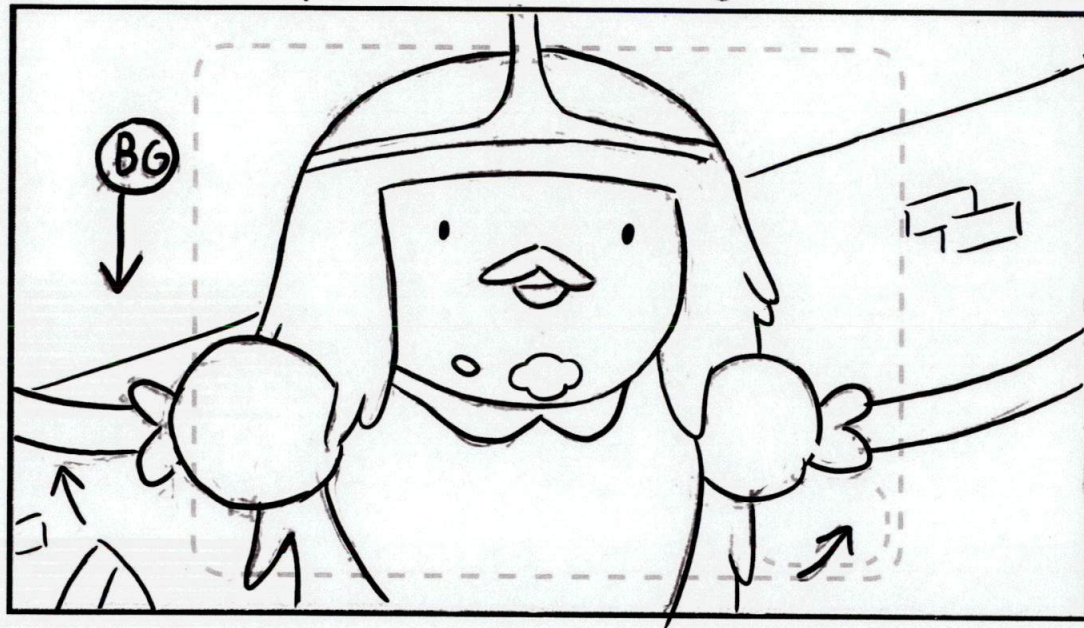
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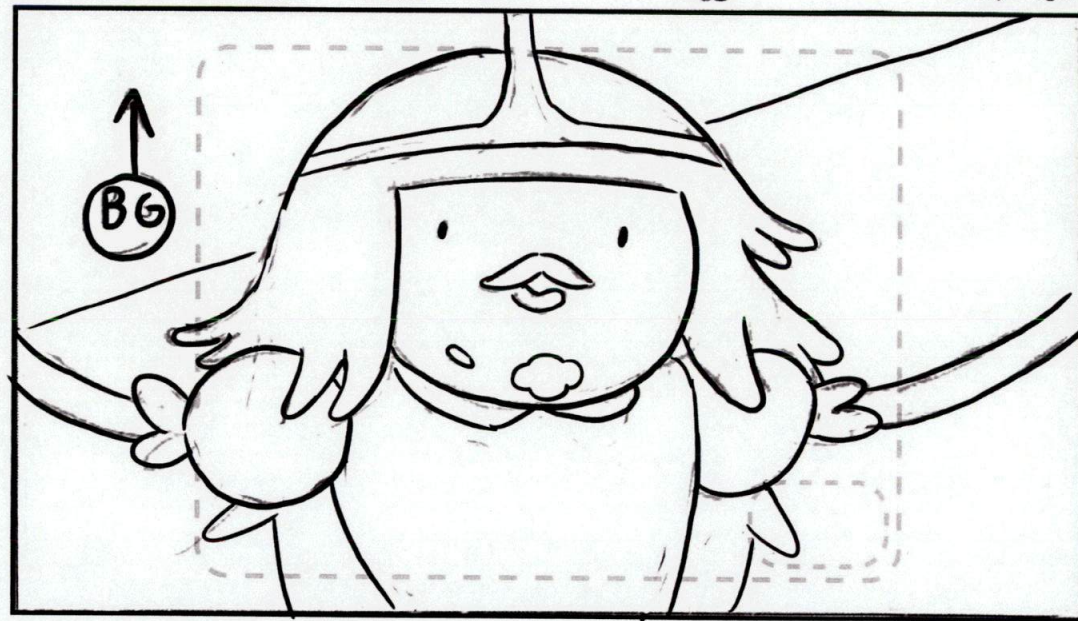


Page 20

Sc. 15 CONT Pnl. D Bg. day night



Sc. 15 CONT Pnl. E Bg. day night



Dialog:

KOO: SO CRUSHED BY DEFEAT
WAS SHE, THAT THE TYRANT
EXILED HERSELF --

Action:

CYCLE

FEB 04 2015

Timing:

CA

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ADVENTURE TIME



Page 21

Sc. 16

Pnl. A

Bg.

day night

Sc. 16 *cont* Pnl. B

Bg.

day night



Dialog:

^(OS)
K: TO A SAD CABIN ON THE SHORES OF LAKE BUTTERSCOTCH--

Action:

- M TRACKS KOO
AS HE HOPS UP & DOWN...

CYCLE

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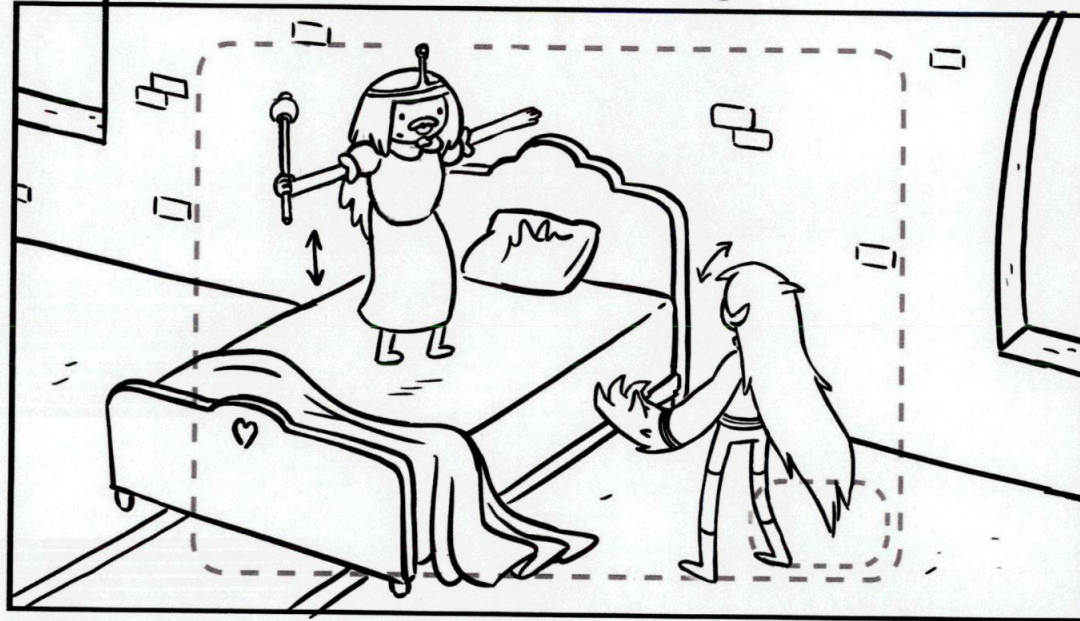
Page 22

Sc. 17

Pnl. A

Bg.

day night

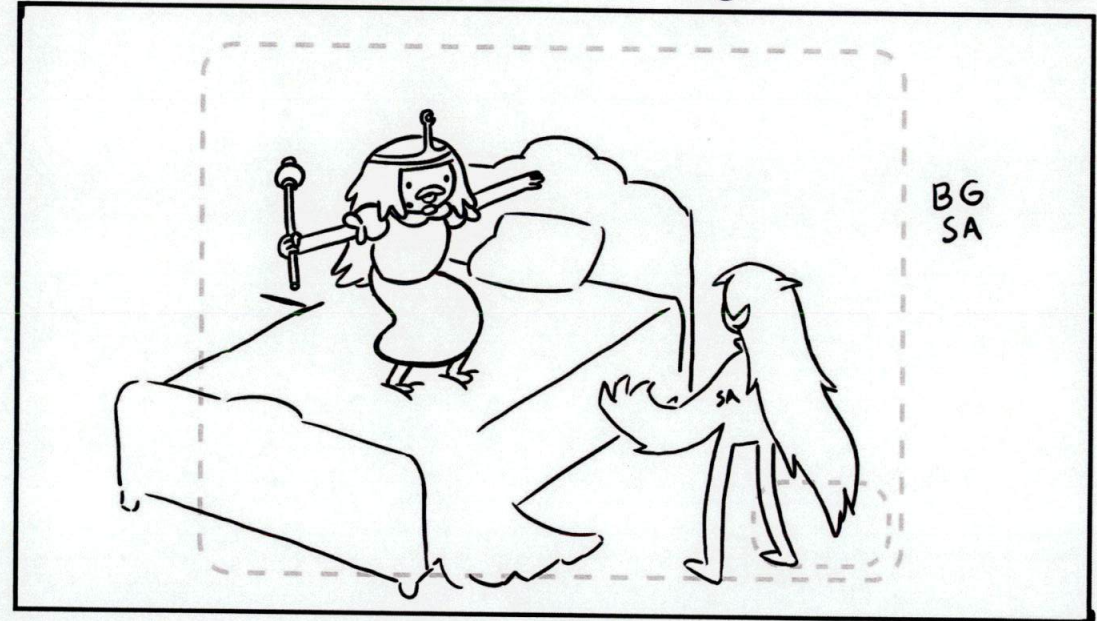


Sc. 17

CONT Pnl. B

Bg.

day night



Dialog:

K: TECHNICALLY, STILL CANDY KINGDOM TERRITORY ---

Action:

-KOO BOUNCES ON BED.

↑
CYCLE
↑

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Timing:

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Ho Cut

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ADVENTURE TIME



Hy Cut

NO SC18

Page 23

Sc. 17 CONT Pnl. C

Bg.

day night

Sc.

19

Pnl. A

Bg.

day night



Dialog:

N: BUT IN MY MERCY
I'VE ALLOWED HER
TO REMAIN.

Action:

- KOO STOPS BOUNCING
- KOO BOWS.

Timing:



M: ...

- M. HORRIFIED

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Production:

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ADVENTURE TIME



Page 24

Sc. 19 CONT Pnl. B Bg.

day night



Sc. 19 CONT Pnl. C Bg.

day night



Dialog:	<u>M</u> : <u>YOU'RE</u> THE PRINCESS!?	<u>M</u> : SINCE <u>WHEN</u> !
Action:	FEB 04 2015	
Timing:		

Handwritten signature/initials in red ink.

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*He
Cute*

ADVENTURE TIME



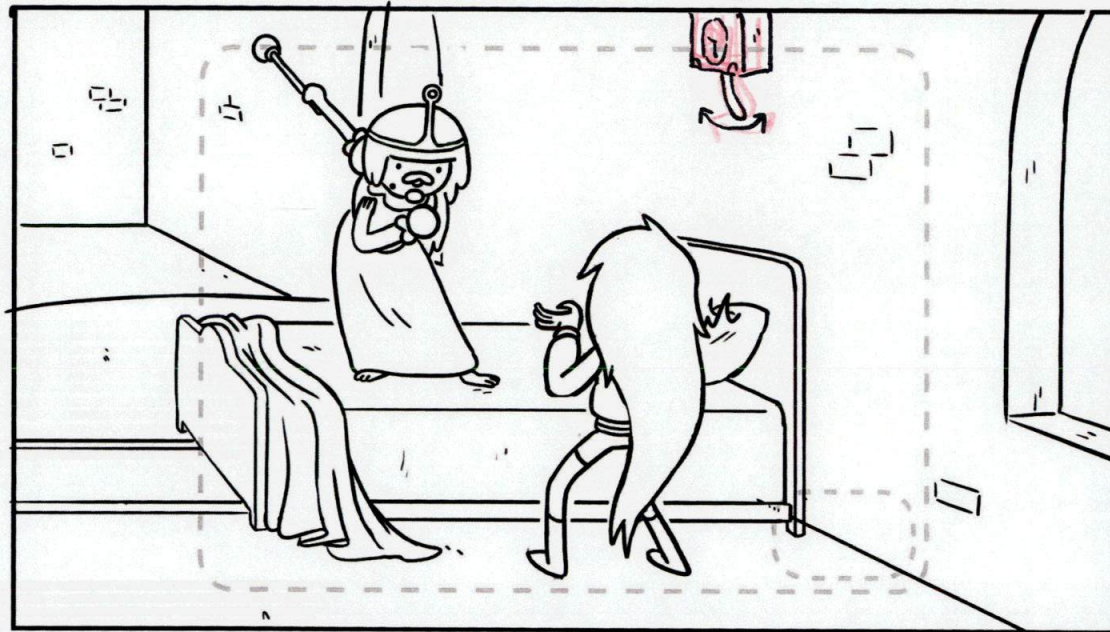
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Sc. 20

Pnl. A

Bg.

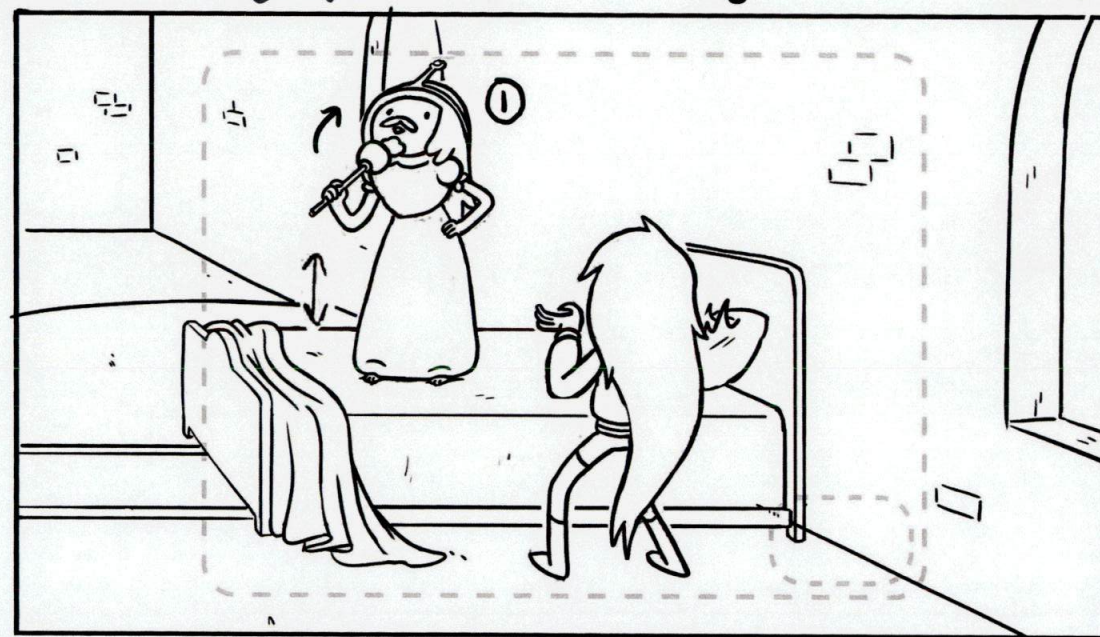
day night



Sc. 20 *cont* Pnl. B

Bg.

day night



Dialog:

K: HM ...

Action:

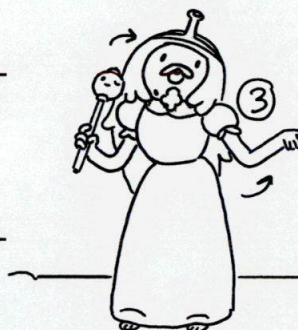
Timing:

K: BY THE RECKONING OF MY
"NEW TORONTIAN CALENDAR!"

③ OOO'S OFFICIAL CALENDAR ...

- KOO THINKS FOR A BEAT.

CYCLE ①, ② REPEAT



1034-208

EPISODE #

1034/208

Production:

1034/208

ADVENTURE TIME



He
Cup

Sc. 20 CONT Pnl. C

Bg.

day night

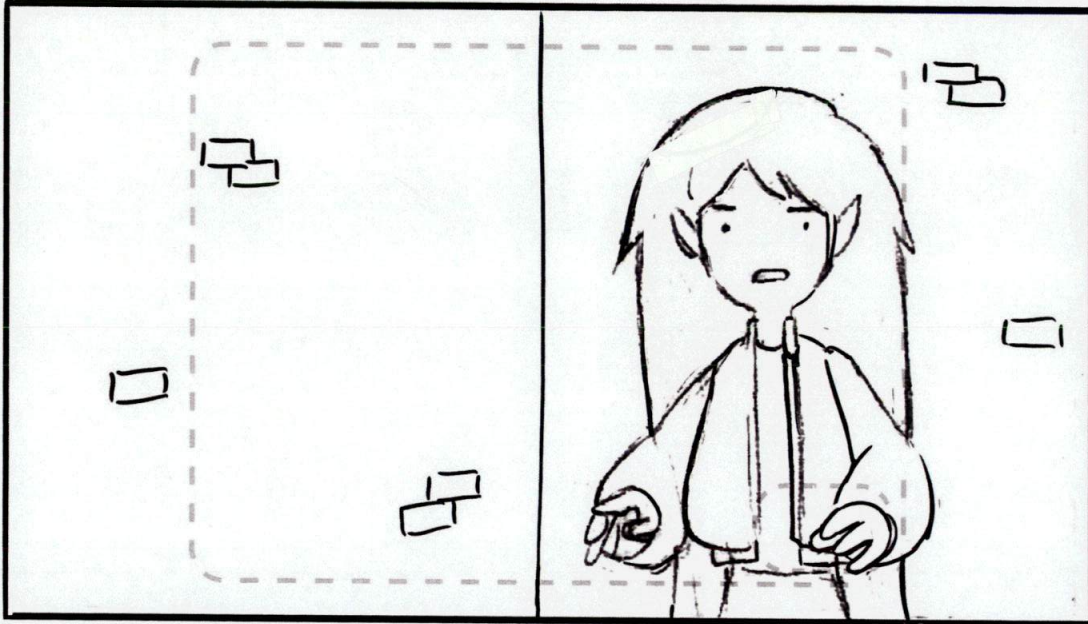


Sc. 21

Pnl. A

Bg.

day night



Dialog:

K/ I'd say two glorious months.

M: ... TWO MONTHS...

Action:

Timing:

CYCLE ① ②



FEB 04 2015

EPISODE # 1034-208

1034/208

Production:

ADVENTURE TIME

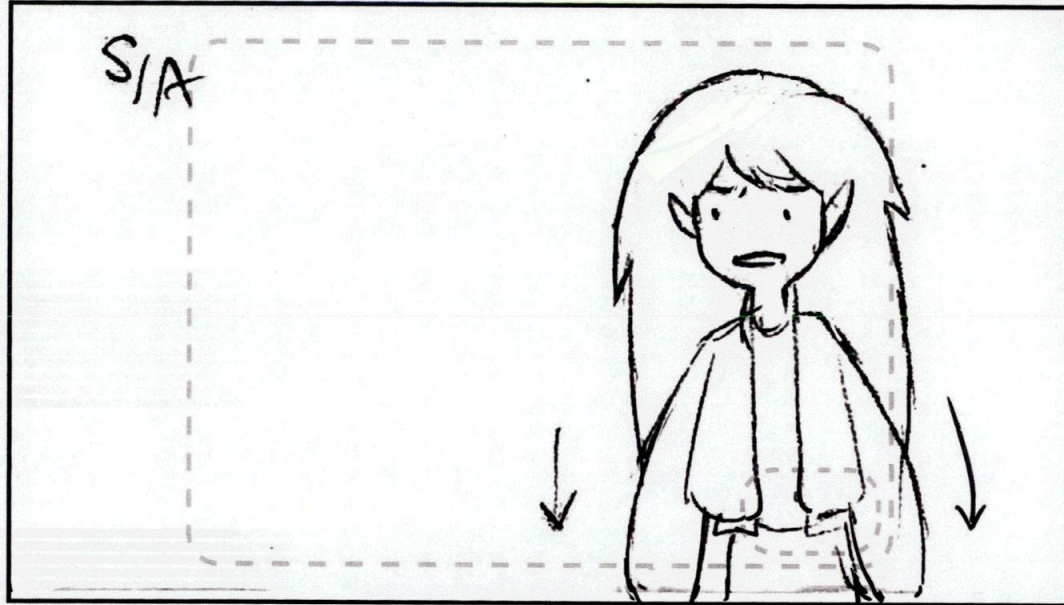


Page 27

Sc. 21 *CONT* Pnl. B

Bg.

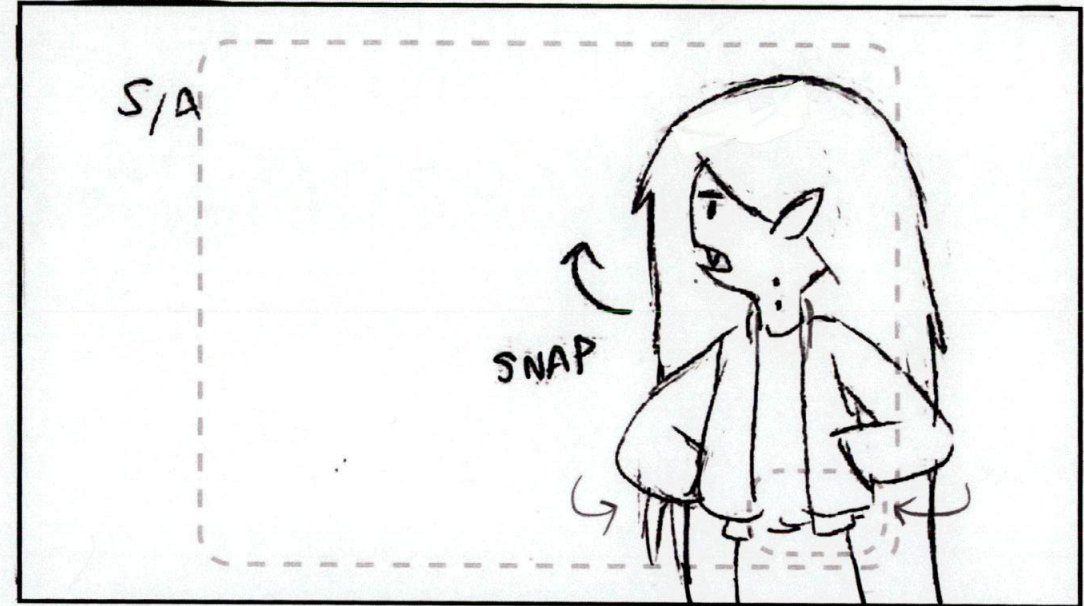
day night



Sc. 21 *CONT* Pnl. C

Bg.

day night



Dialog:

(TO HERSELF)
M: BUT THEN WHY
DIDN'T SHE -- TELL --

M: RRR... BUBBLEGUM.

Action:

- M'S ARMS DROP

- M. SHOVES HANDS IN POCKETS AND TURNS HEAD.

Timing:

FEB 04 2015

EPISODE #

1034-208

1034/208

Production:

1034/208

ADVENTURE TIME

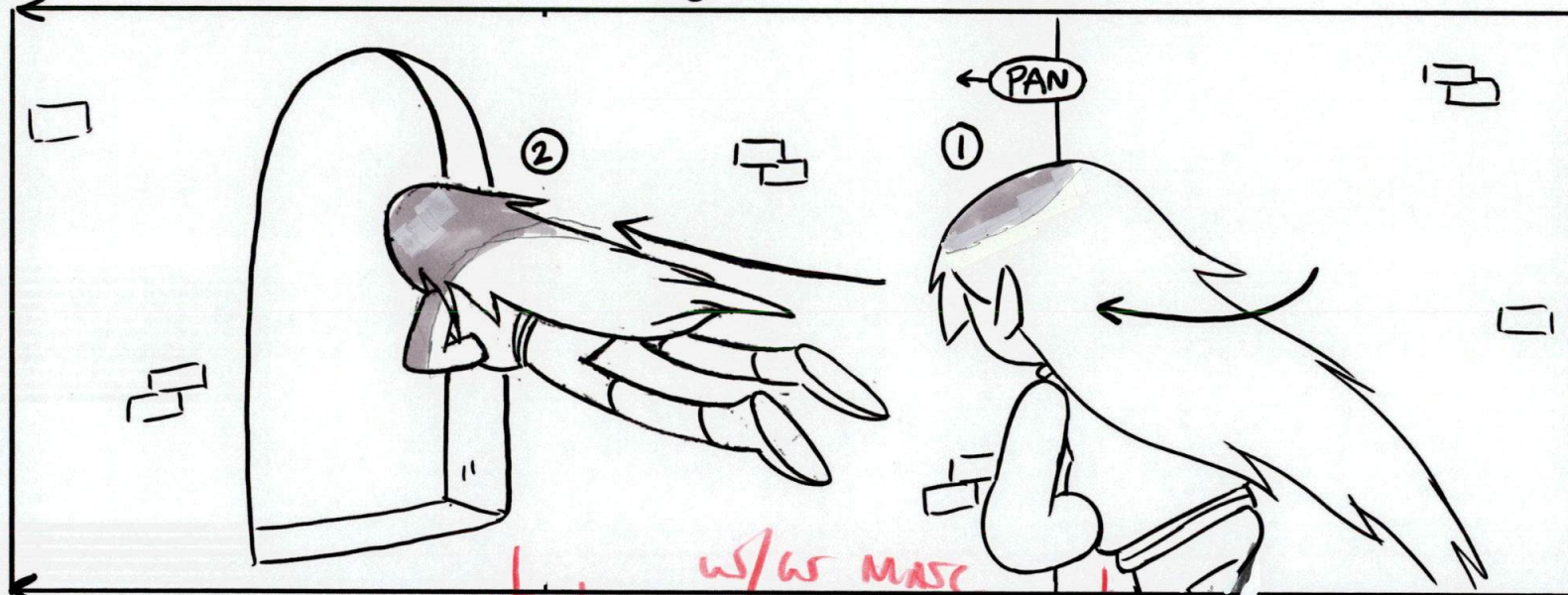


Page 28

Sc. 21 CONT Pnl. D

Bg.

day night



Dialog:

SFX: FWOOSH!

Action:

- M FLIES TOWARDS WINDOW
- PAN W/ MARCELINE

- MOONLIT RIM ANIMATES ON.

FEB 04 2015

Timing:

EPISODE #

1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Cont

Page 29

Sc. 21 CONT Pnl. E

Bg.

day night

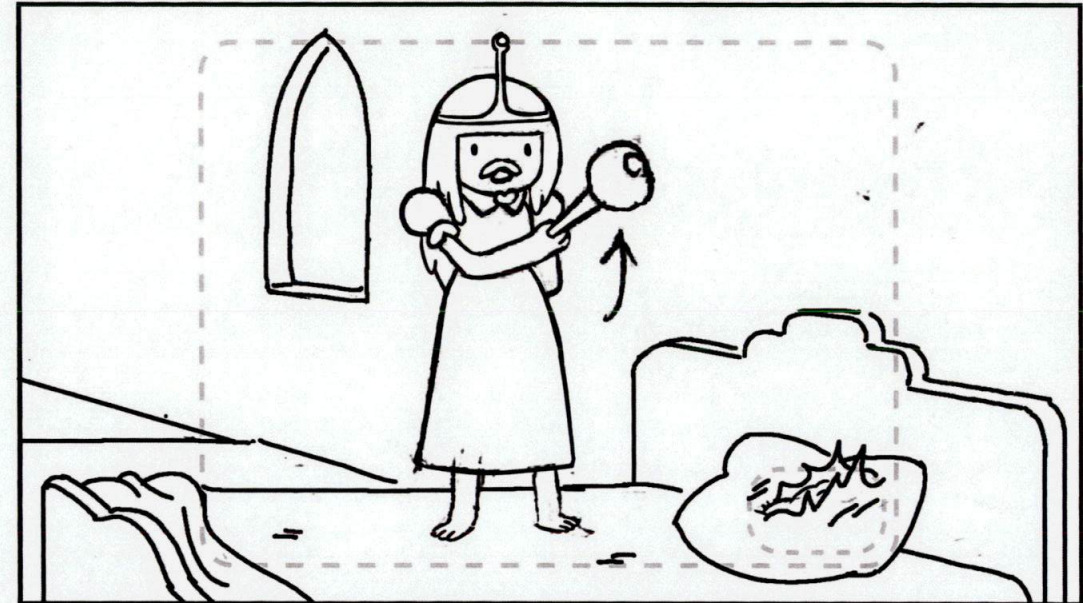
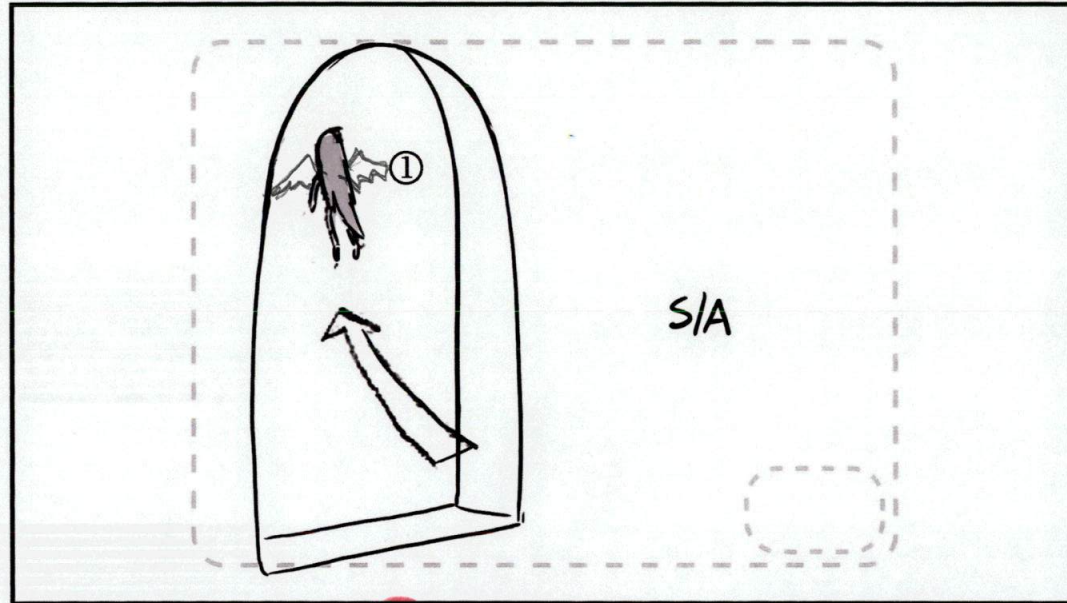
Sc. 22

Pnl. A

Bg.

day night

Cont



<p>Dialog:</p>			<p>KOO: TELL BUBBLEGUM I WEAR HER NIGHT GOWN...</p>
<p>Action:</p>	<p>-M. TRANSFORMS INTO BAT AND FLIES INTO DISTANCE.</p>		
<p>Timing:</p>	<p>FEB 04 2015</p>		

1034-208

EPISODE #

1034/208

Production:

1034/208

1034/208

ADVENTURE TIME



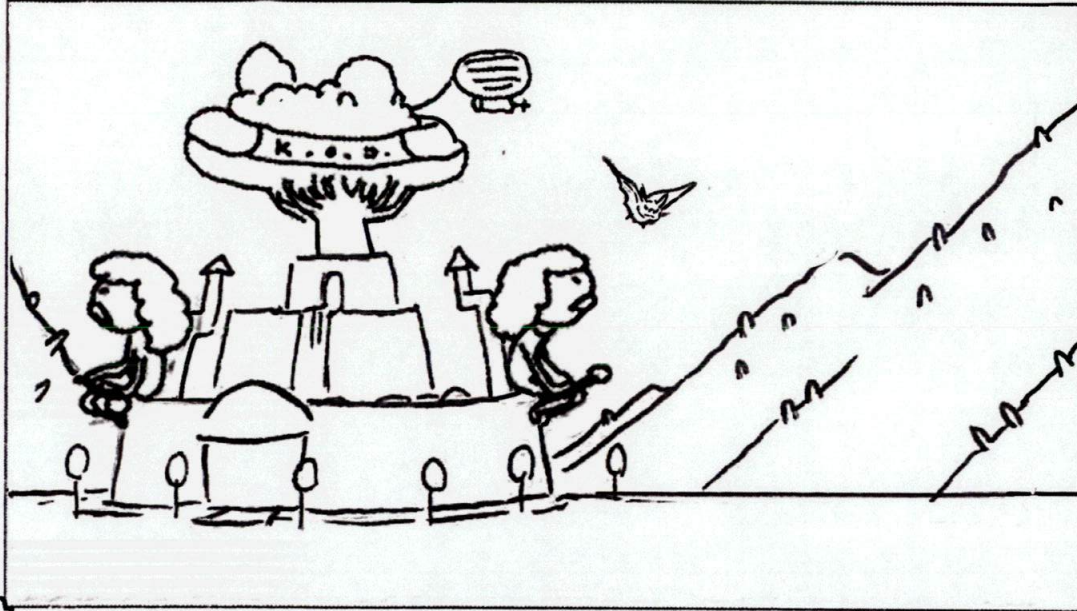
Page 30

Sc. 23

Pnl. A

Bg.

day night

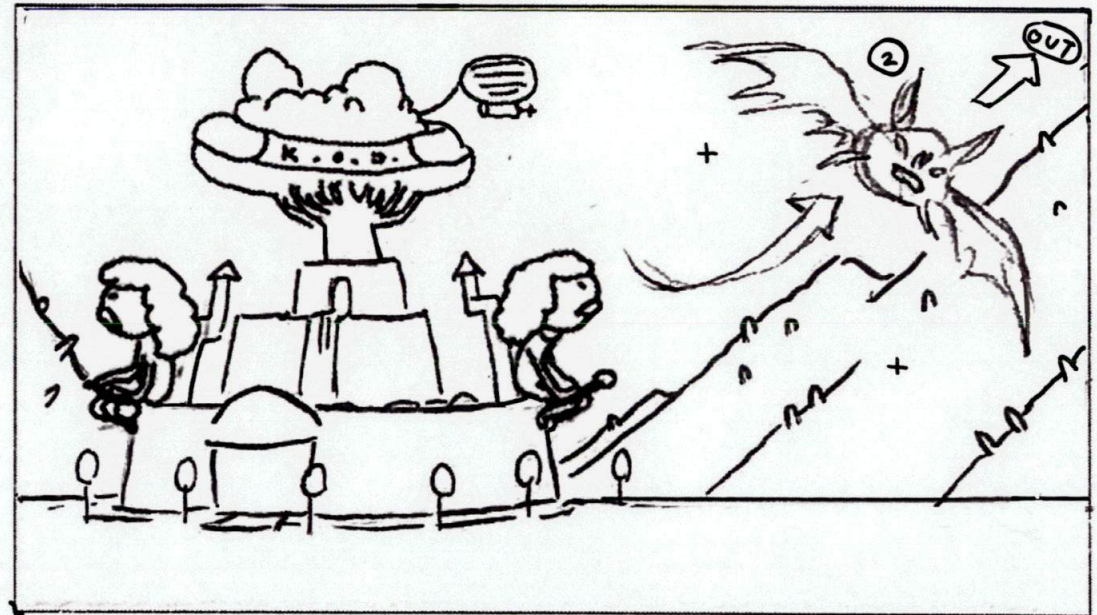


Sc. 23 *cont*

Pnl. B

Bg.

day night



Dialog:

KOO: ^(VO) TELL EVERYONE!

Action:

- BAT MARCELINE FLIES TOWARDS CAM.
AND OFF/S.

Timing:

SFX: *FLAPPING*



FEB 04 2015

EPISODE # 1034-208

Production:

1034/208

1034/208

ADVENTURE TIME



Cut w/ X Diss @ post

Page **31**

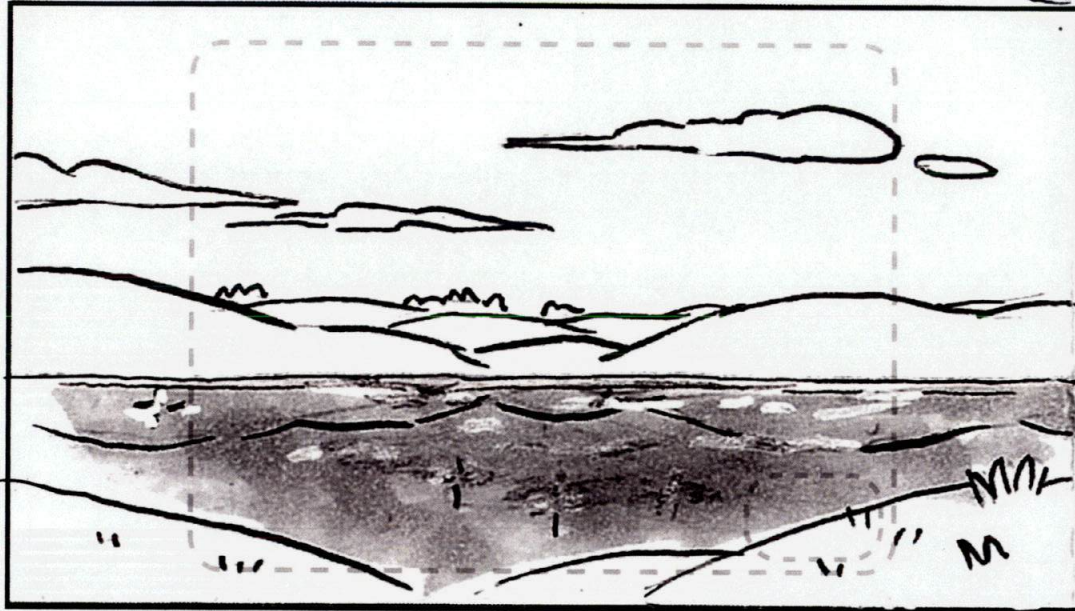
Cut w/ X Diss @ post

Sc. **24**

Pnl. **A**

Bg.

day ☒ night

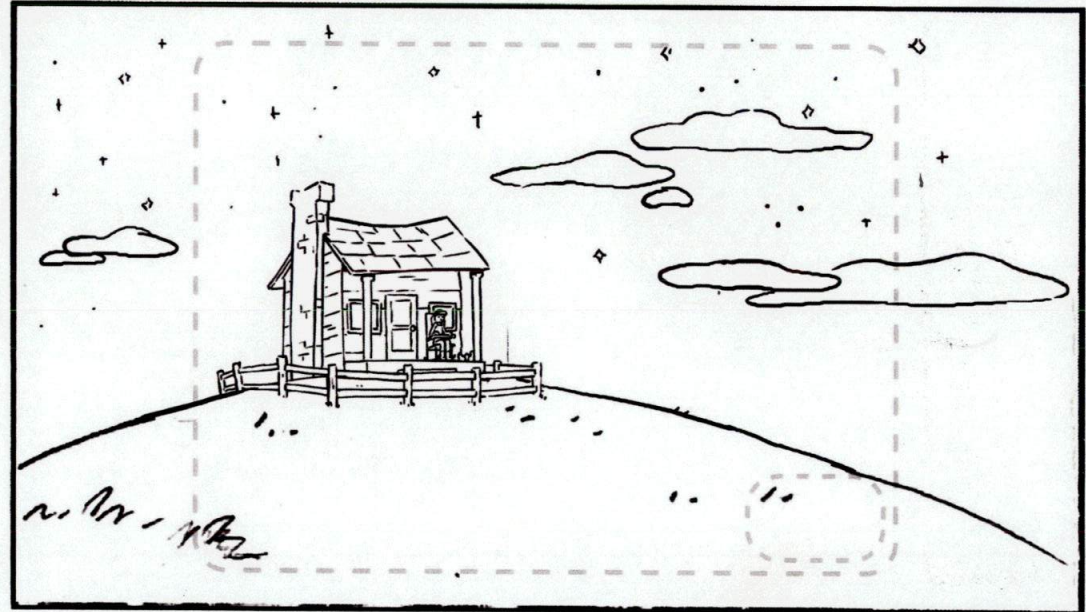


Sc. **25**

Pnl. **A**

Bg.

day ☐ night



Dialog:

SFX: * CRICKETS *

SFX: * CREAK - CREAK *

FEB 04 2015

Action:

- EST. LAKE BUTTERSCOTCH (REF. HOT DIGGITY DOOM)
- SURFACE GLITTERING

~~XX~~ DISSOLVE @ post

- REMODELED CABIN.
- PB SITS IN ROCKING CHAIR ON THE PORCH

X Diss @ post

Timing:

EPISODE #

1034-208

1034/208

Production:

~~XX~~

1034/208

1034/208

1034/208

Cut
w/ X DISS
@ Pos

ADVENTURE TIME



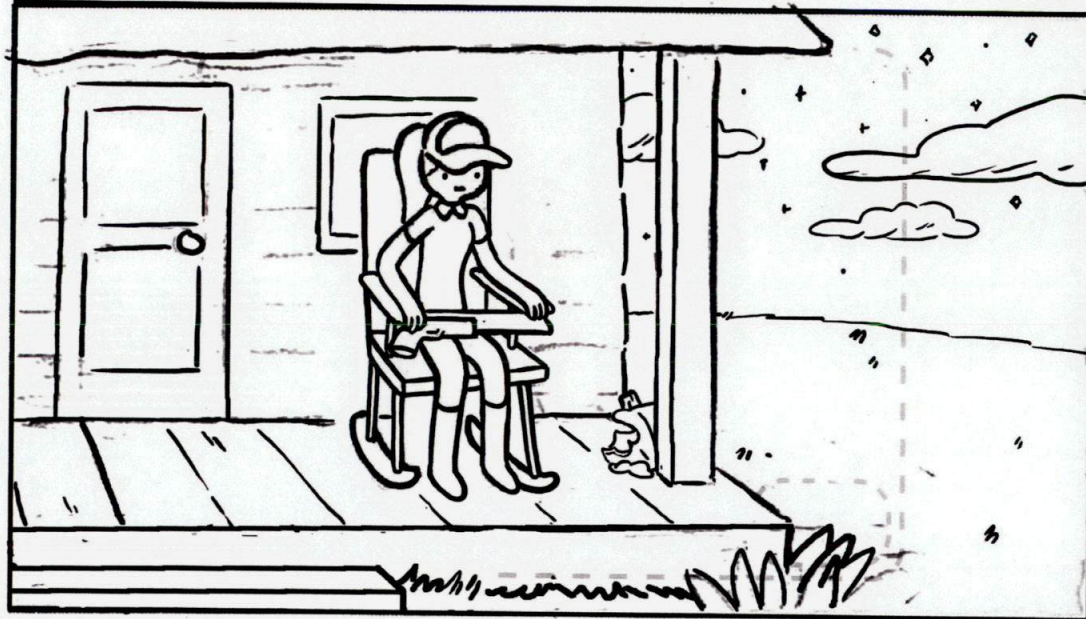
Page 32

Sc. 26

Pnl. A

Bg.

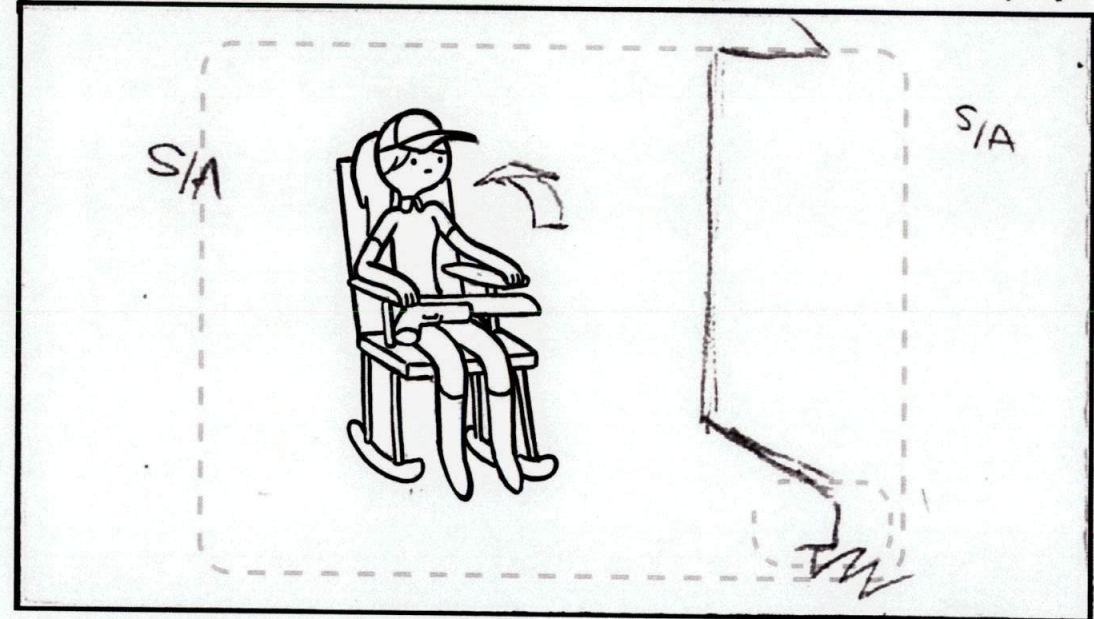
day night



Sc. 26 CONT Pnl. B

Bg.

day night



Dialog:

SFX: * CREAK CREAK *

FEB 04 2015

Action:

- PB SITS IN
ROCKING CHAIR.

~~X~~ DISSOLVE
@ pos.

Timing:

EPISODE # 1034-208

1034/208

Production:

1034 208

1034/208

He cut

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ADVENTURE TIME



Sc. 27 Pnl. A Bg. day night



Sc. 27 *cont* Pnl. B Bg. day night



He cut

EPISODE # 1034-208
1034/208

Dialog:

Action:

Timing:



Sfx: [(OFF/S). WHISTLING]

PB: HM?

FEB 04 2015

-PB LOOKS UP.

Production:

1034/208

ADVENTURE TIME



Page **34**

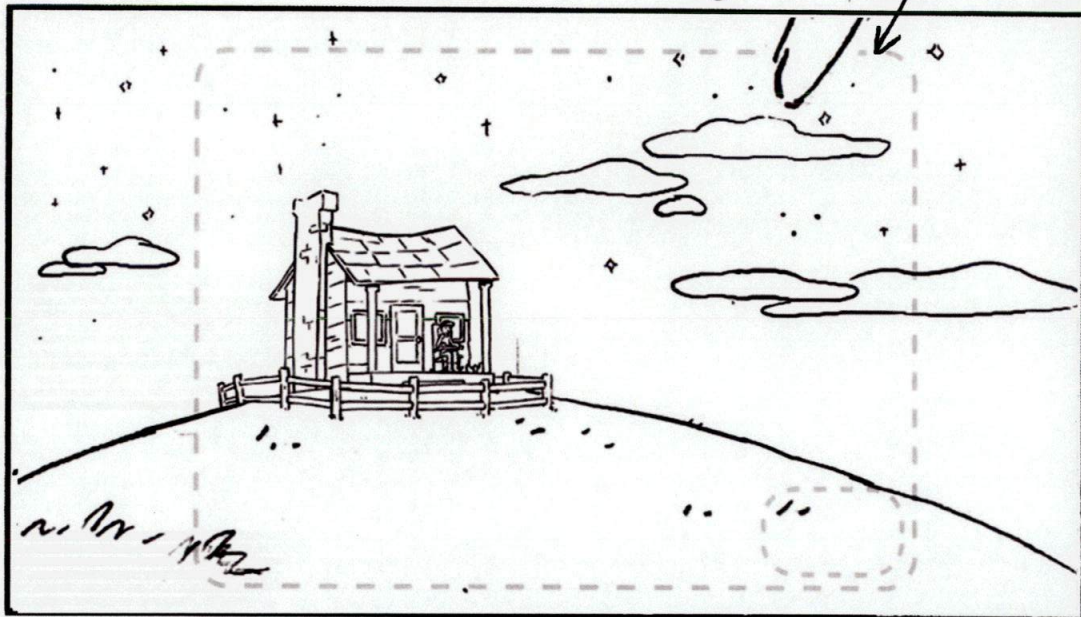
Sc. 28

Pnl. A

Bg.

(M)

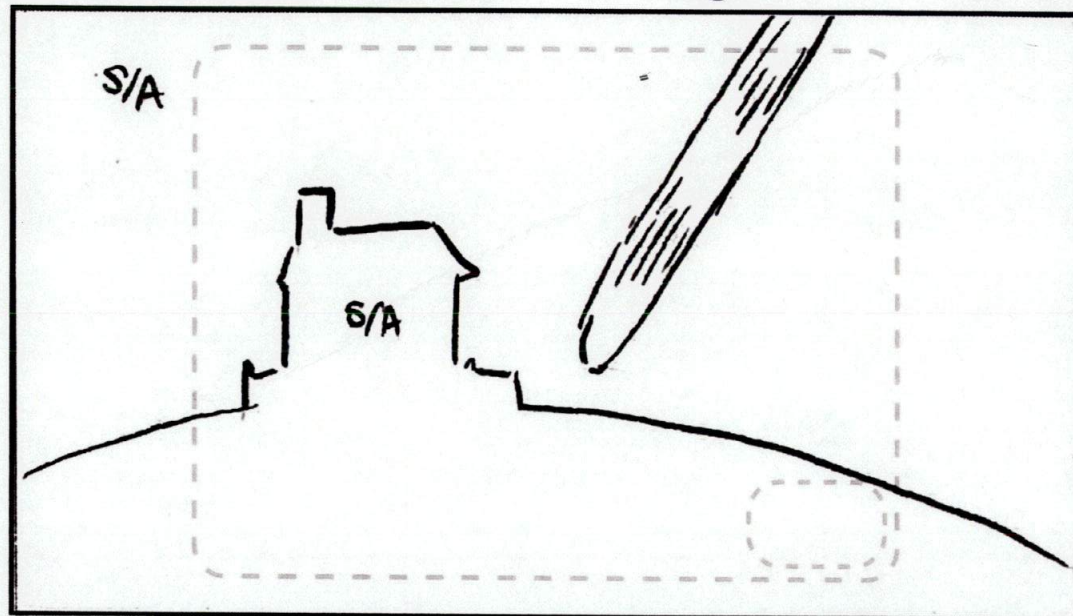
day night



Sc. 28 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: [WHISTLING]

FEB 04 2015

Action:

-M. STREAKS ON IS.

Timing:

EPISODE # 1034-208

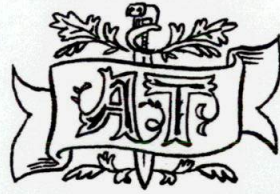
1034/208

Production:

1034/208

1034/208

ADVENTURE TIME

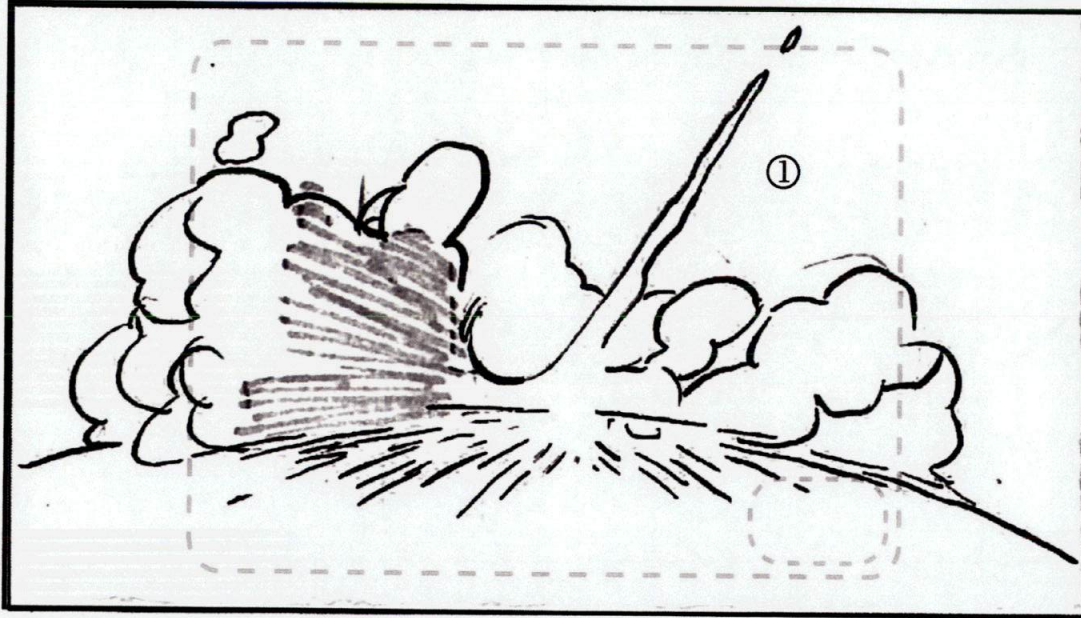


Page **35**

Sc. 28 *CONT* Pnl. C

Bg.

day night

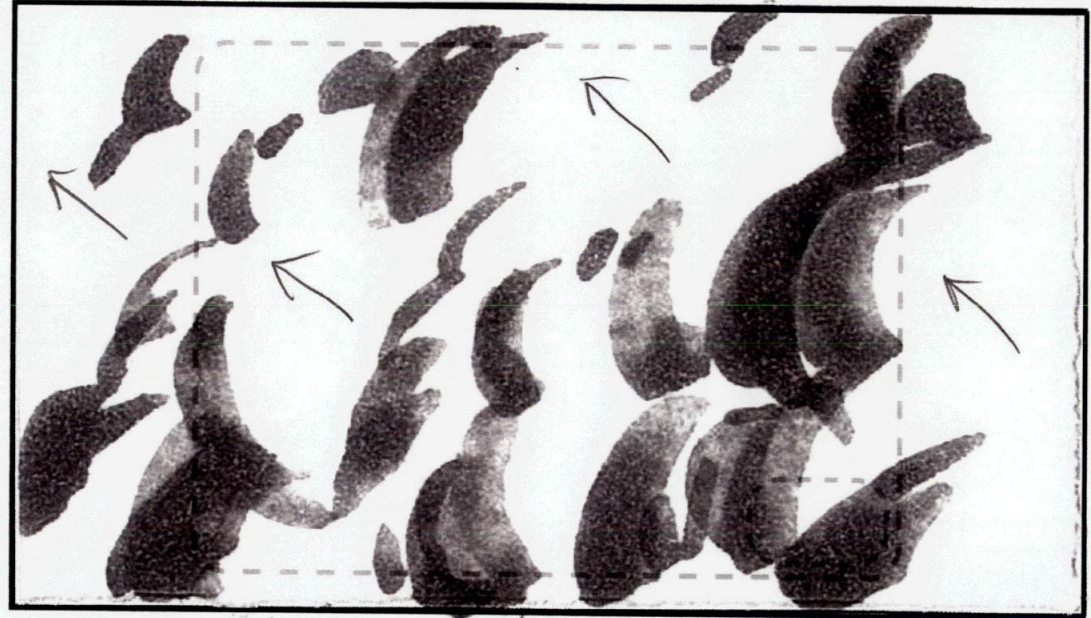


Sc. 29

Pnl. A

Bg.

day night



Dialog:

SFX:

BOOM!

FEB 04 2015

Action:

- **IMPACT!**

- DUST CLOUD BILLOWS

Timing:

FROM POINT OF IMPACT.



- DUST CLOUD BILLOWS

1034/20

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1034/208

Production:

ADVENTURE TIME



Page **36**

Sc. **29 CONT** Pnl. **B**

Bg.

day night



Sc. **29 CONT** Pnl. **C**

Bg.

day night



Dialog:

M: (MONSTER VOICE)
BONNIE!

Action:

- SILHOUETTE APPEARS IN DUST CLOUD
- DUST CLOUD SLOWS

- DUST CLOUD
STARTS TO CLEAR.

FEB 04 2015

Timing:

Production:

EPISODE #

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1034/208

1034/208

He cut

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ADVENTURE TIME



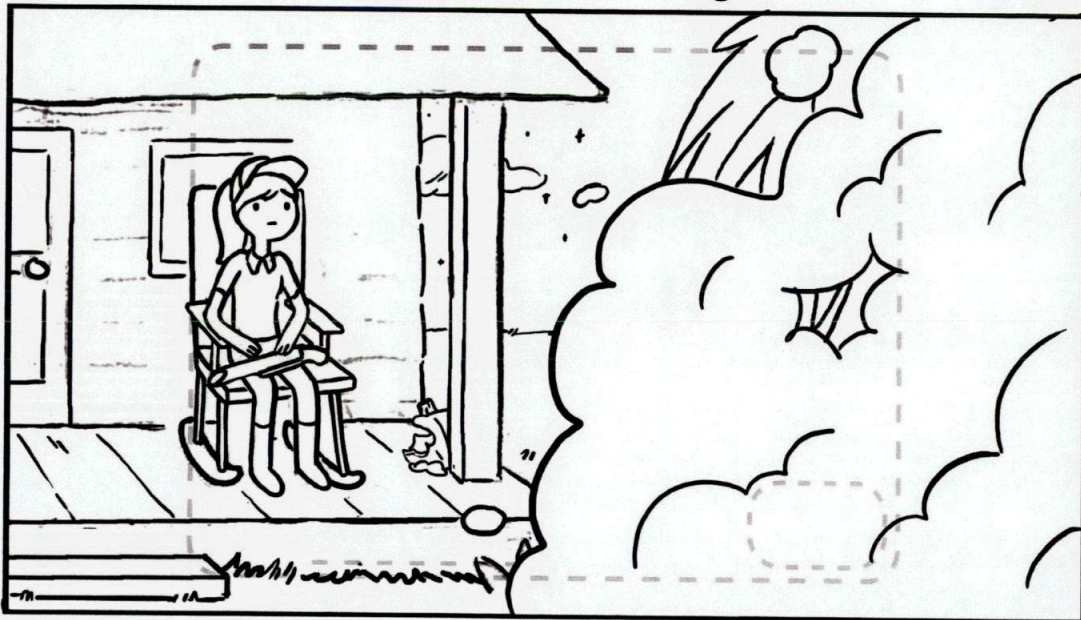
Page 37

Sc. 30

Pnl. A

Bg.

day night



Sc. 30 *CONT* Pnl. B

Bg.

day night



Dialog:

(MATTER-OF-FACT)

PB: MARCELINE...

Action:

-DUST CLOUD BEGINS TO CLEAR.

Timing:

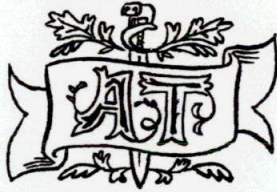
EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Handwritten red text: "Hv Cut"

Sc. **30** *cont*

Pnl. **C**

Bg.

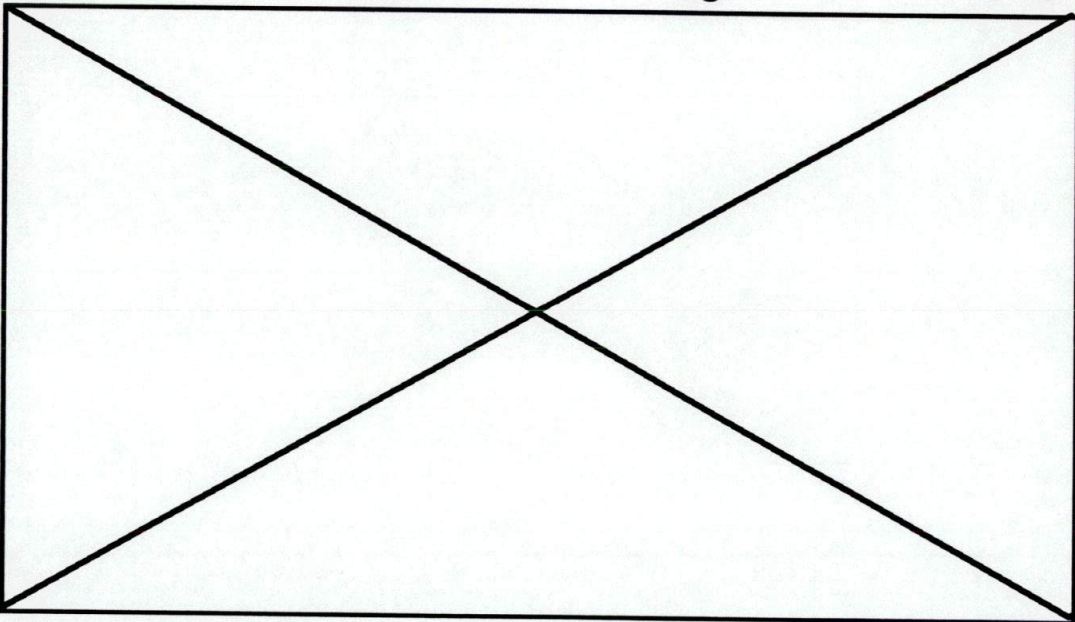
day night

Sc.

Pnl.

Bg.

day night



Dialog:

PB : WUDUP

Action:

- M. MORPHS **BACK**
TO NORMAL, HANDS IN POCKETS.

Timing:

EPISODE #
1034-208

Production:

1034/208

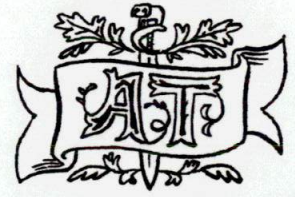
1034/208

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1034/208

Ku
Cura

ADVENTURE TIME

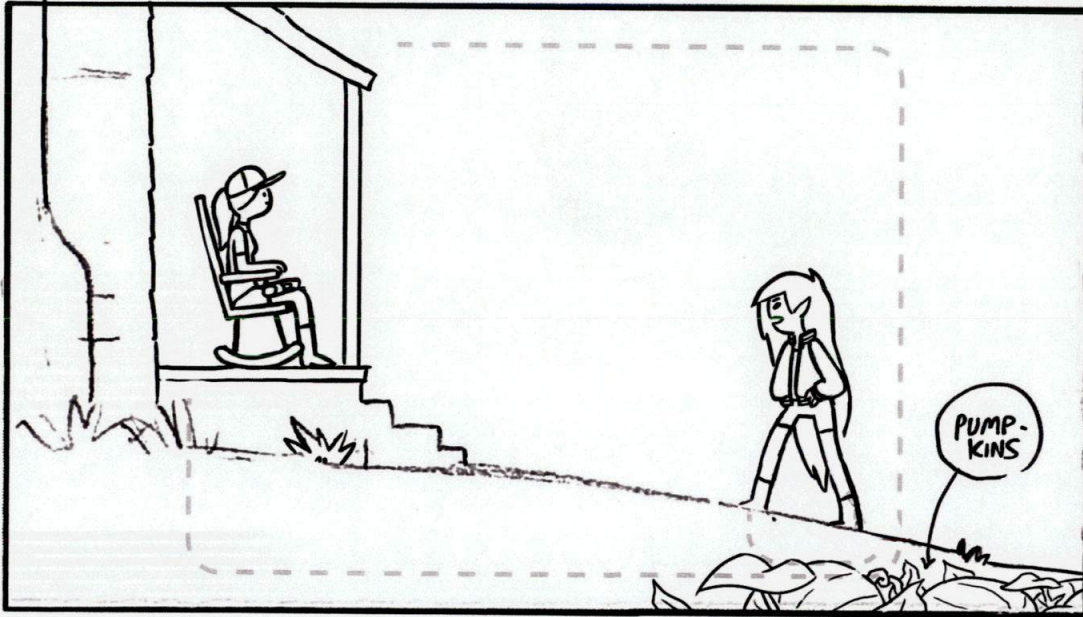


Sc. 31

Pnl. A

Bg.

day night



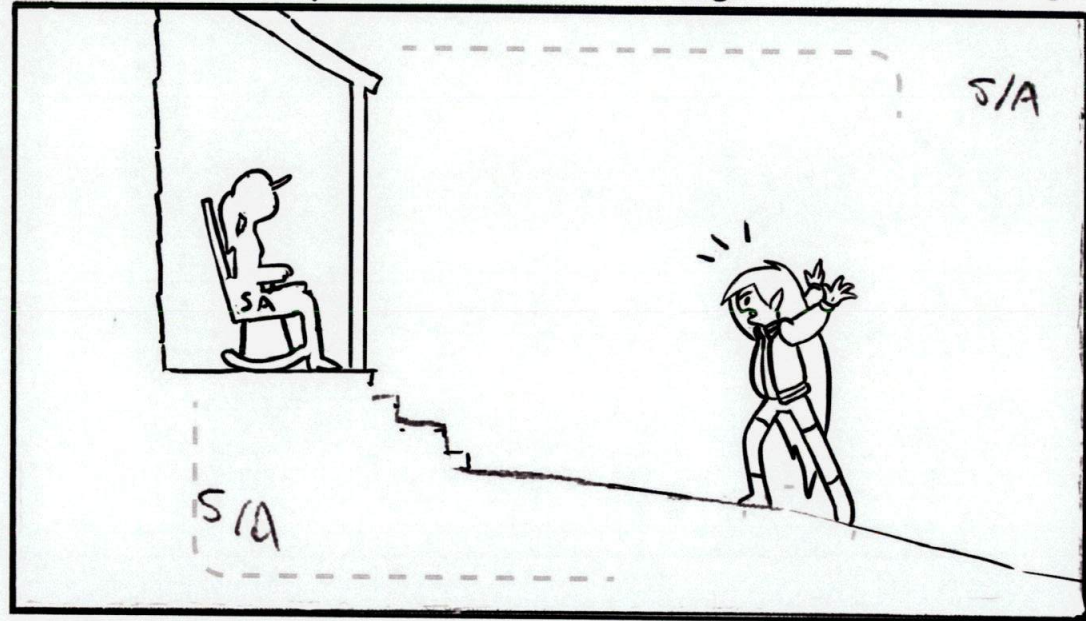
Sc. 31

CONT

Pnl. B

Bg.

day night



Dialog:

M: UN, WHY DIDN'T YOU TELL
ME GOT THRONE-JACKED!

Action:

Timing:

EPISODE # 1034-208

1034/208

Production:

1034.208

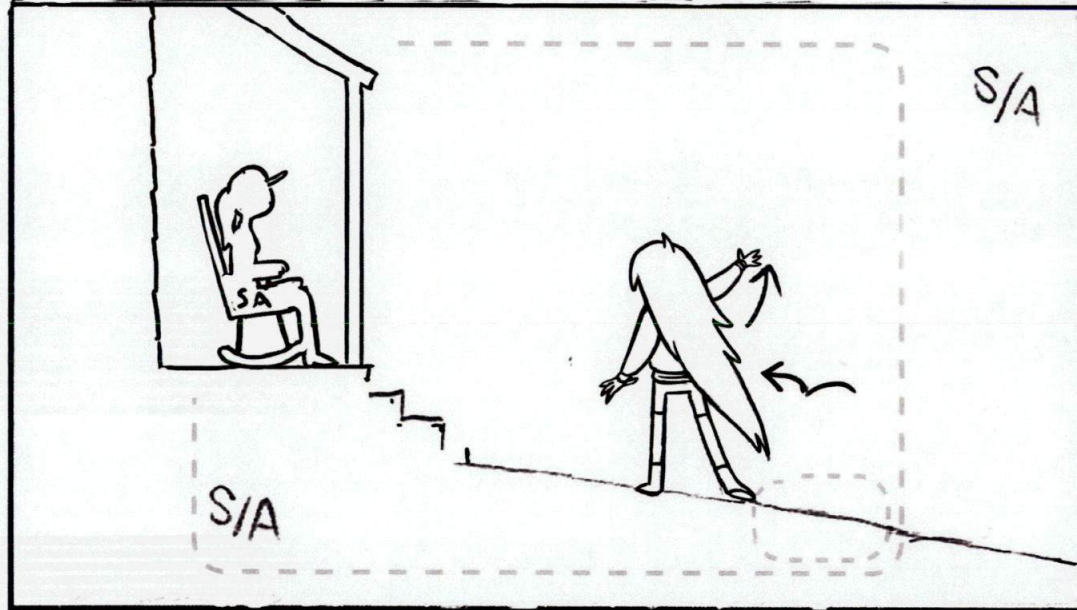
ADVENTURE TIME



Hy
cut

Page 40

Sc. 31 *cont* Pnl. C Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:

M/ I gotta hear it from that wax fraud!

SFX: *CHK-CHK-

(O/S)
PEP.BUT: BE COOL,
MARCELINE...

Action:

- M. REACTS TO
VARMINT GUN COCKING.

Timing:



EPISODE # 1034-208

1034/208

Production:

1034:208

NO SC 33

ADVENTURE TIME



Hy cut

NO SC 33 41
Page



Dialog:	PEP : LET'S <u>ALL</u> ... <u>BUT</u> BE COOL --
Action:	- M. TURNS. ADJ. W/TURN. - PEP-BUT STROKES VARMINT GUN,
Timing:	



EPISODE #
1034/208

Production:

1034/208

1034/208

ADVENTURE TIME



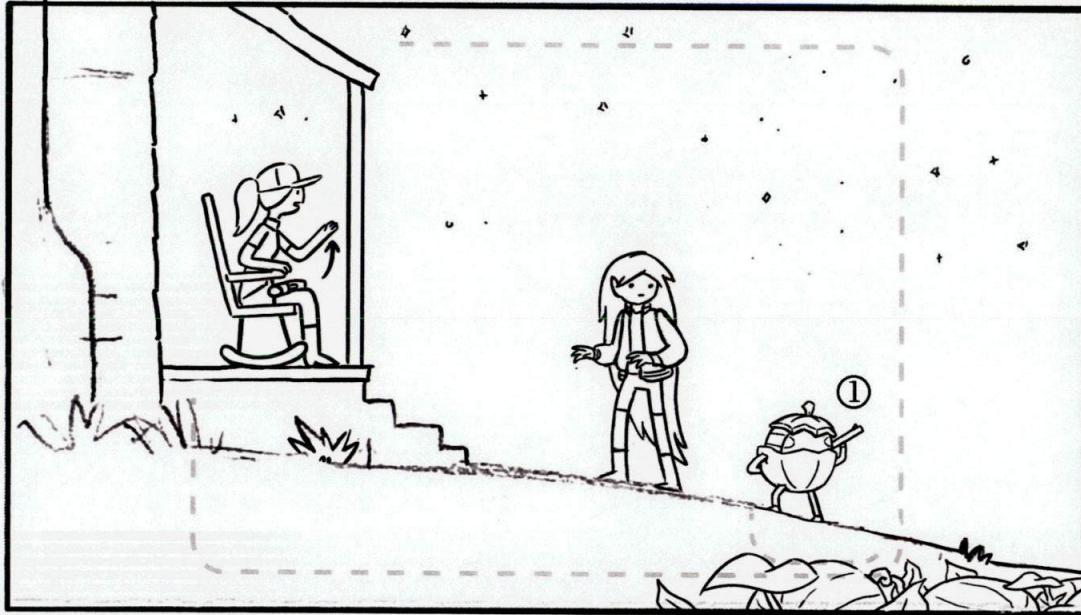
Page 42

Sc. 34

Pnl. A

Bg.

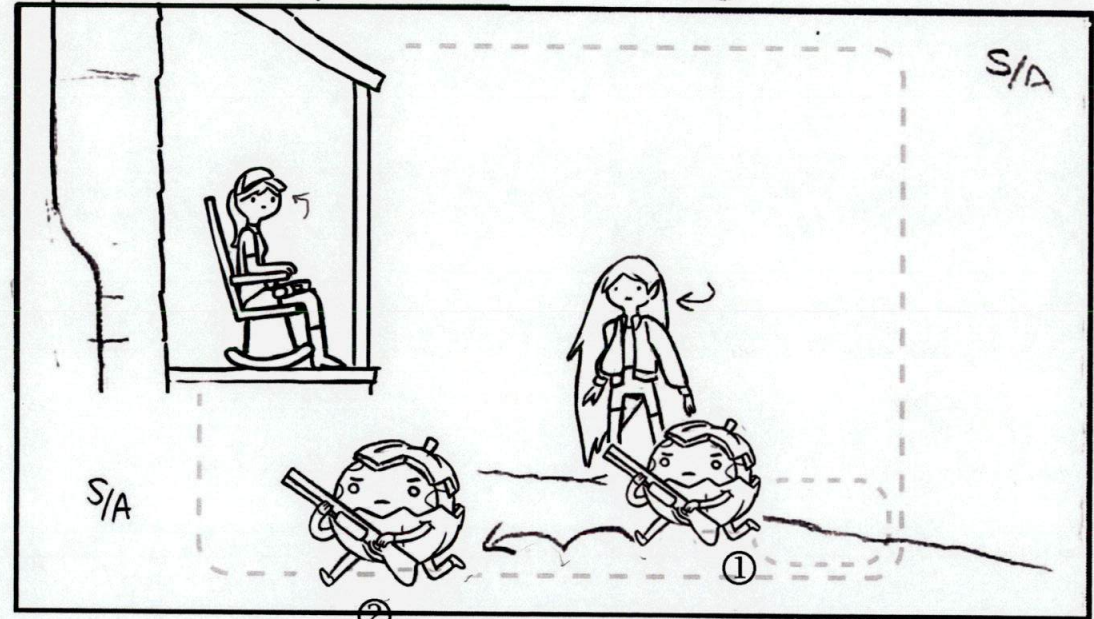
day night



Sc. 34 *CONT* Pnl. B

Bg.

day night



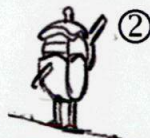
Dialog:

PB : GIVE US A
MINUTE, PEP-PEAMINT
BUTLER

PEPBUT : [AFFIRMATIVE GRUNT]

Pup-pup-pup (cont.)

Action:



- PEP BUT RUNS PAST M.
- M. + PB TRACK PEP-BUT'S EXIT.

Timing:

1034-208

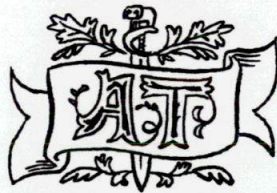
EPISODE #
1034/208

Production:

1034, 208

1034/208

ADVENTURE TIME

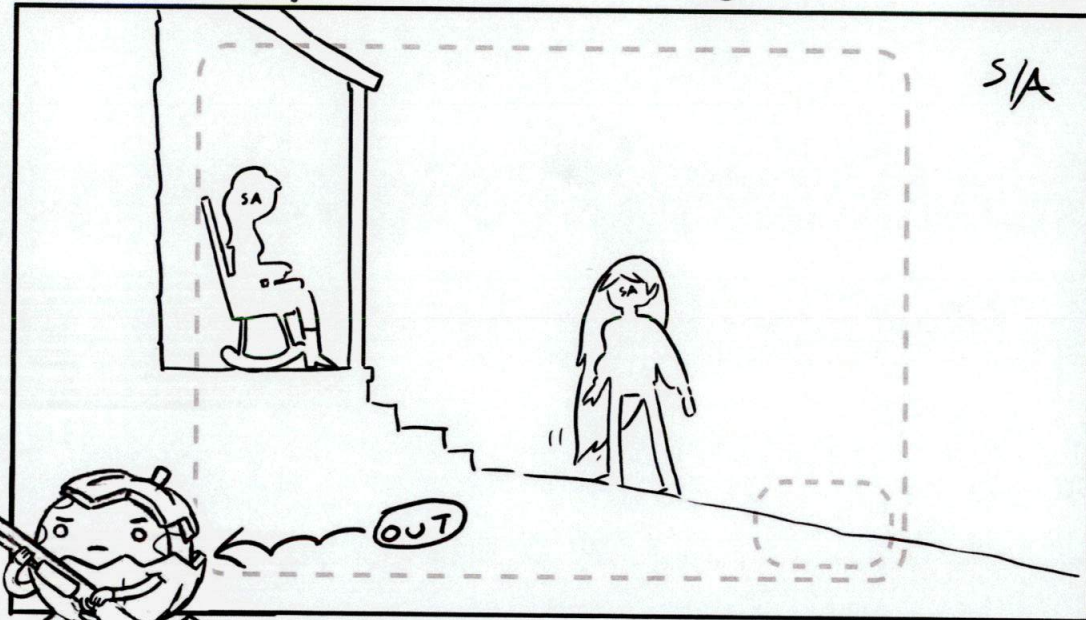


Page 43

Sc. 34 *CONT* Pnl. C

Bg.

day night



Dialog:

PBut/ Pup-pup-pup (cont.)

Action:

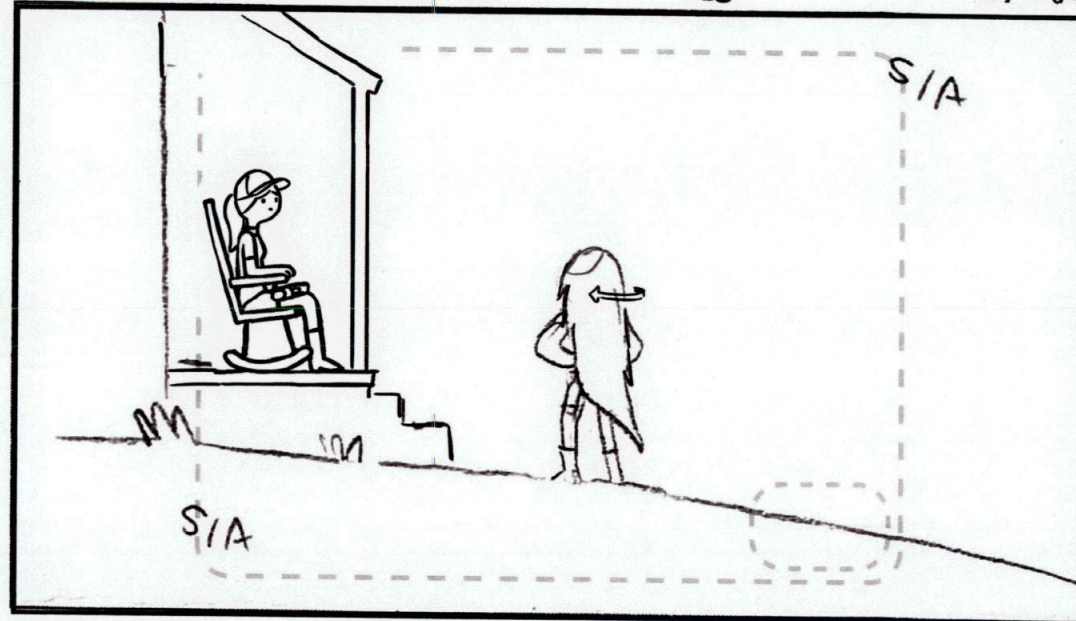
- PEP BUT RUNS OFF/S.

Timing:

Sc. 34 *CONT* Pnl. D

Bg.

day night



M: WELL!...

FEB 04 2015

- M TURNS BACK
TO PB W/ HANDS ON HIPS.

Production:

EPISODE # 1034-208

1034/208

1034/208

the cut

ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 35 CONT Pnl. B Bg. day night



Dialog: PB: [SIGH] I DIDN'T GET JACKED, I QUIT.. BUT YEAH, ALRIGHT I SHOULD'VE TOLD YOU.

Action: - PB LEANS BACK.

Timing:

PB: I WAS JUST... UH - EMBARRASSED

FEB 04 2015

- PB SLUMPS DOWN FARTHER IN CHAIR.



1034/208

1034-208

EPISODE # 1034/208

Production:

1034/208

ADVENTURE TIME



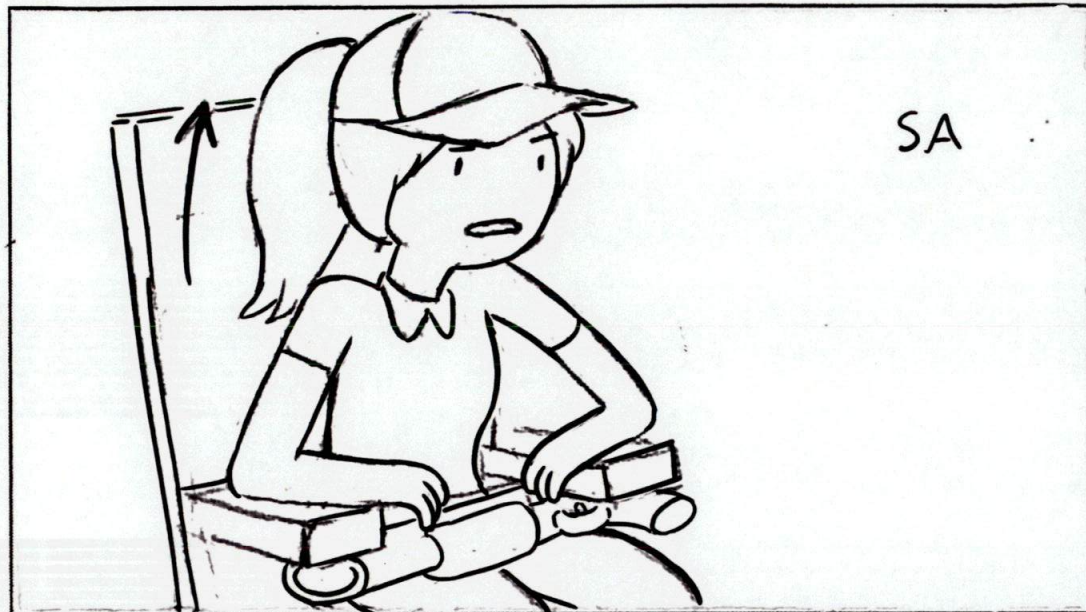
Cut

Page 45

Sc. 35 *CONT* Pnl. C

Bg.

day night



Sc. 36

Pnl. A

Bg.

day night



Dialog:

PB: AND IT ALL HAPPENED
SO FAST. AND I WAS ANGRY I GUESS.

PB: I'M STILL TRYIN'
TO SORT THINGS OUT...

Action:

- PB STRAIGHTENS UP.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production:

1034/208

ADVENTURE TIME



Cut

Page 46

Cut

Sc. 36 *CONT* Pnl. B

Bg.

day night

Sc. 37

Pnl. A

Bg.

day night



Dialog:

(PB) SEE THINGS RATIONALLY ...

Action:

- M'S EXPRESSION
SOFTENS.

FORE FINGER Rub chin



FEB 04 2015

Timing:

Production:

1034, 208

1034/208

EPISODE # 1034-208

1034/208

ADVENTURE TIME



Page 47

Sc. 38

Pnl. A

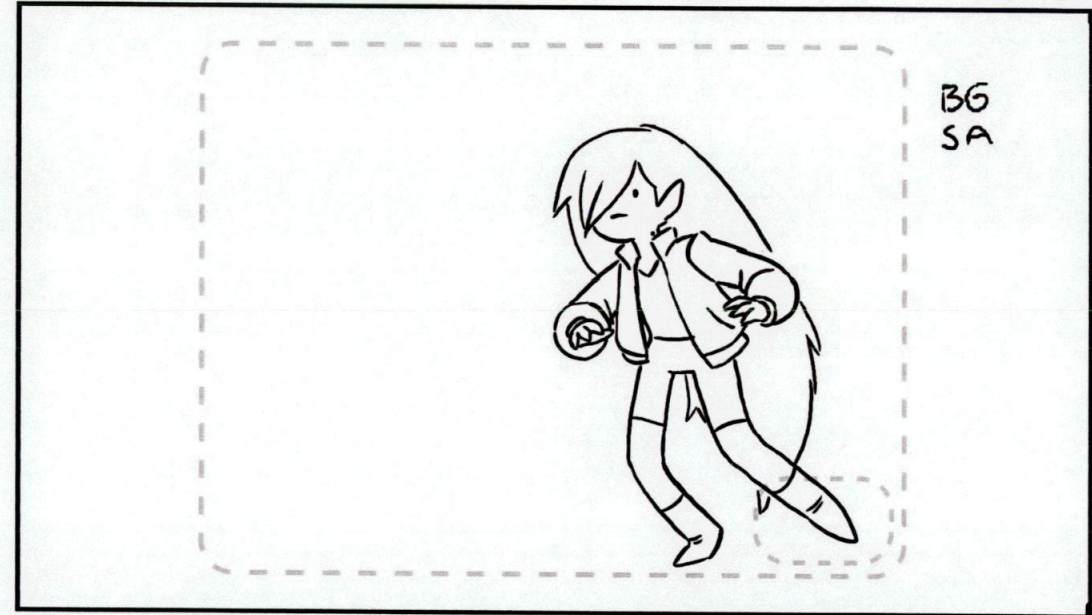
Bg.

day night

Sc. 38 CONT Pnl. B

Bg.

day night



Dialog:

M: RAM

SFX: SKCH-SKCH *

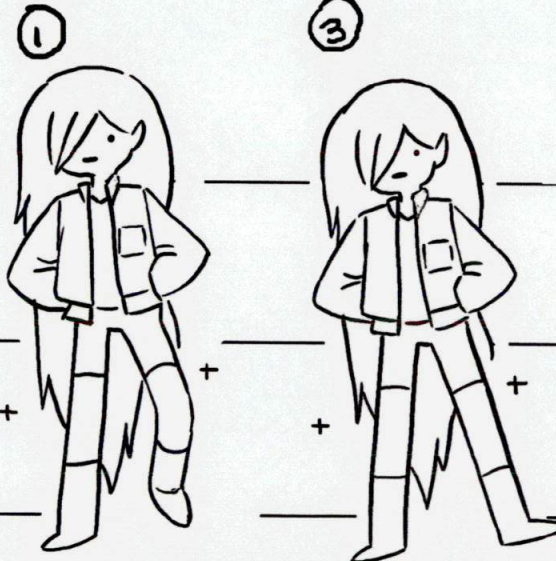
Action:

-M.. KICKS DIRT.

Timing:

CYCLE:

①, ②, ①, ②, ③



FEB 04 2015

EPISODE # 1034-208

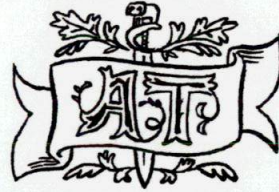
1034/208

Production:

1034.208

1034/208

ADVENTURE TIME

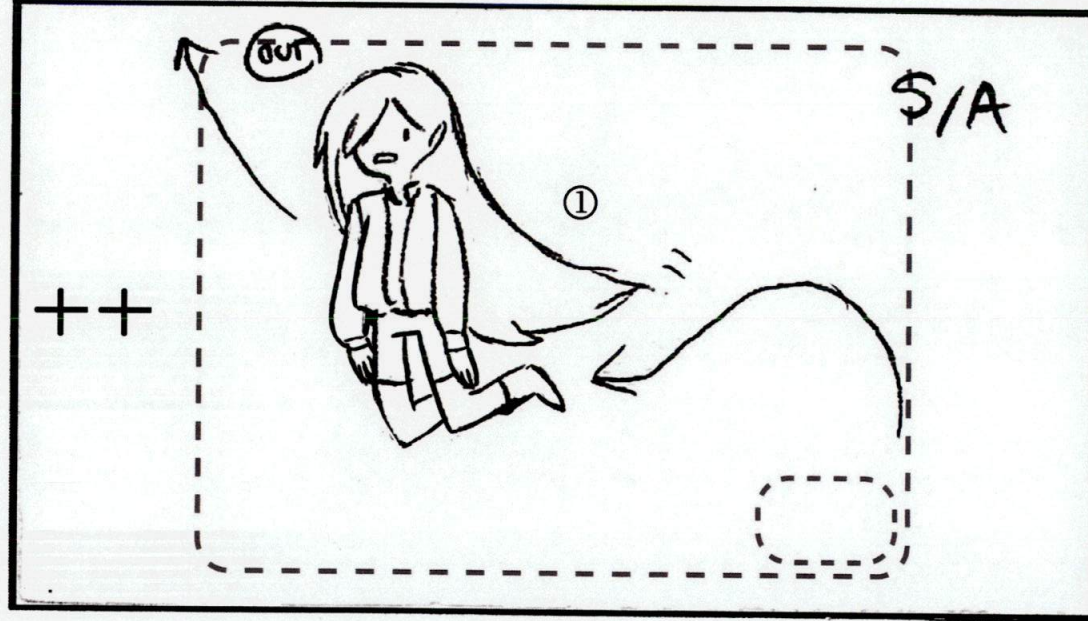


Cut

Sc. **38 CONT** Pnl. **C**

Bg.

day night



Sc. **39**

Pnl. **A**

Bg.

day night



Dialog:

M: WELL, YOU COULDA'
TALKED TO ME
ABOUT IT.

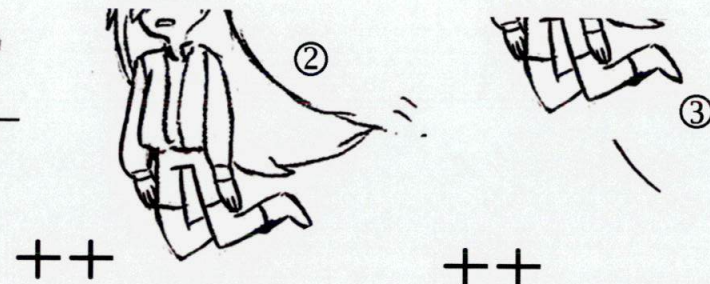
PB: YEAH 'CAUSE YOU'RE
SO DANG RATIONAL.

Action:

-M FLOATS FORWARD
AND UP OFF/S.

FEB 04 2015

Timing:



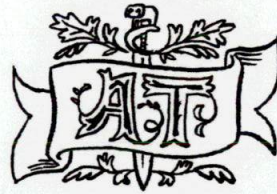
EPISODE #
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1034/208

Production:

1034/208

ADVENTURE TIME

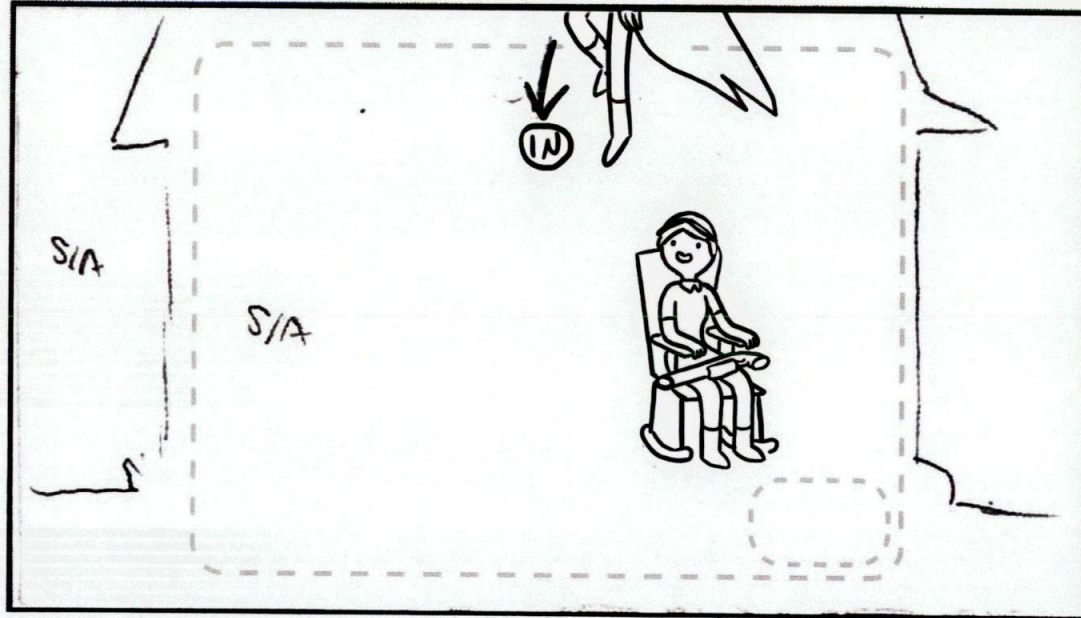


Page 49

Sc. 39 CONT Pnl. B

Bg.

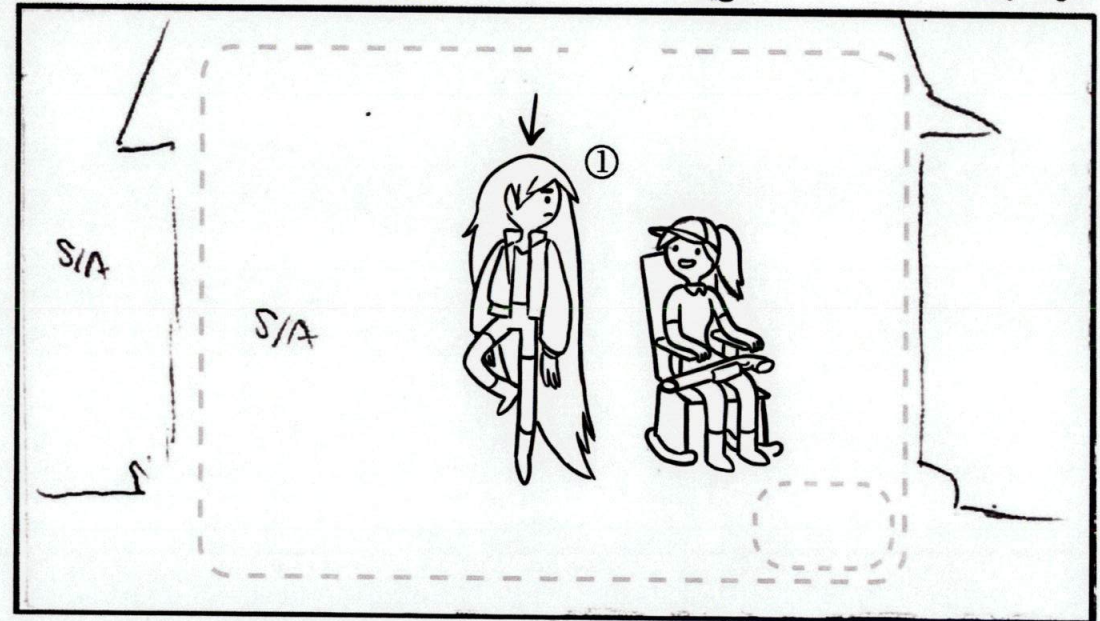
day night



Sc. 39 CONT Pnl. C

Bg.

day night



Dialog:

PB: HA. HA.

(CATCHES HERSELF)
PB/ I'm sorry, that's mean.

Action:

-PB TRACKS MARCELINE
-M. FLOATS DOWN ON/S

Timing:



FEB 04 2015



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Production:

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ADVENTURE TIME



Page 50

Sc. 39 CONT Pnl. D

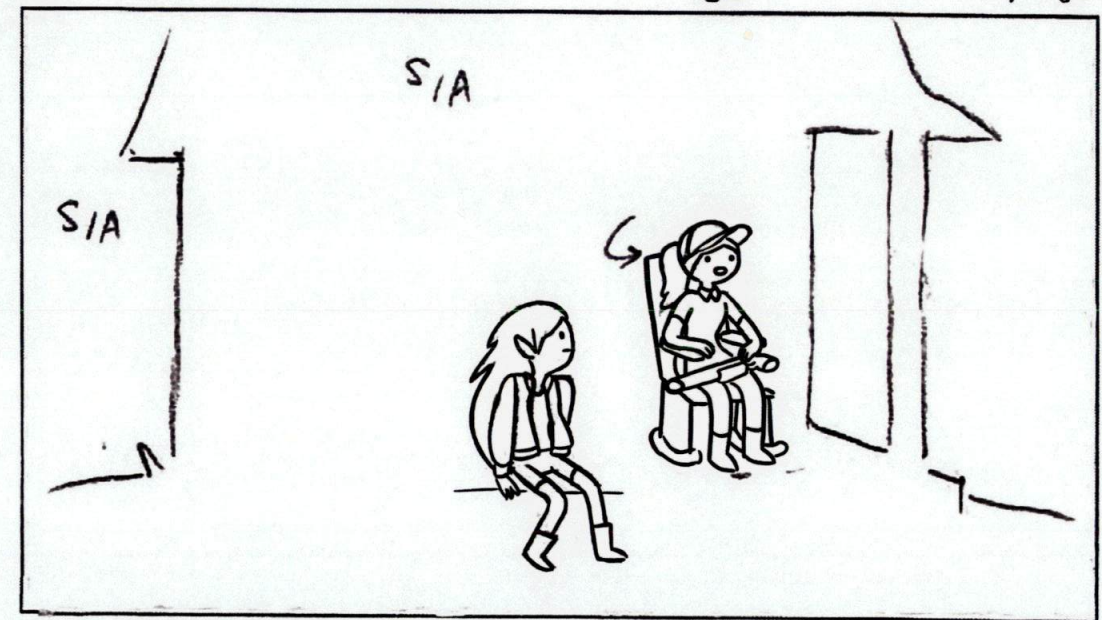
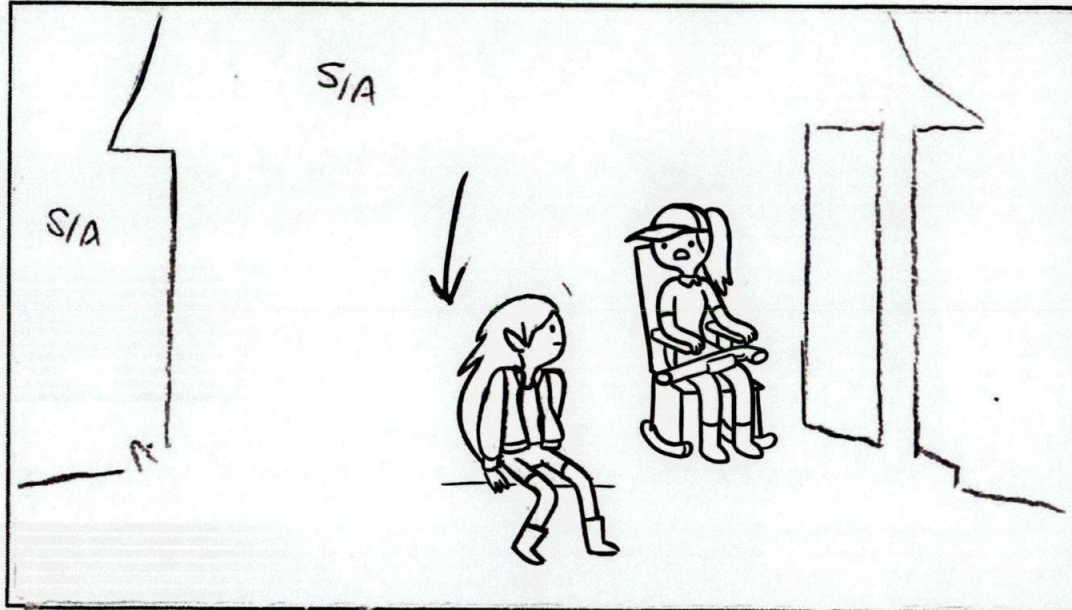
Bg.

day night

Sc. 39 CONT Pnl. E

Bg.

day night



Dialog:

PB: I'M TRYIN' TO
BE' LESS MEAN...

PB/ That's why I'm startin' fresh
with a new kingdom out here...

Action:

- M. SITS ON STAIRS.

- PB LOOKS UP.

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Timing:

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1034-208

EPISODE #

1034/208

Production:

1034/208

ADVENTURE TIME



Cut

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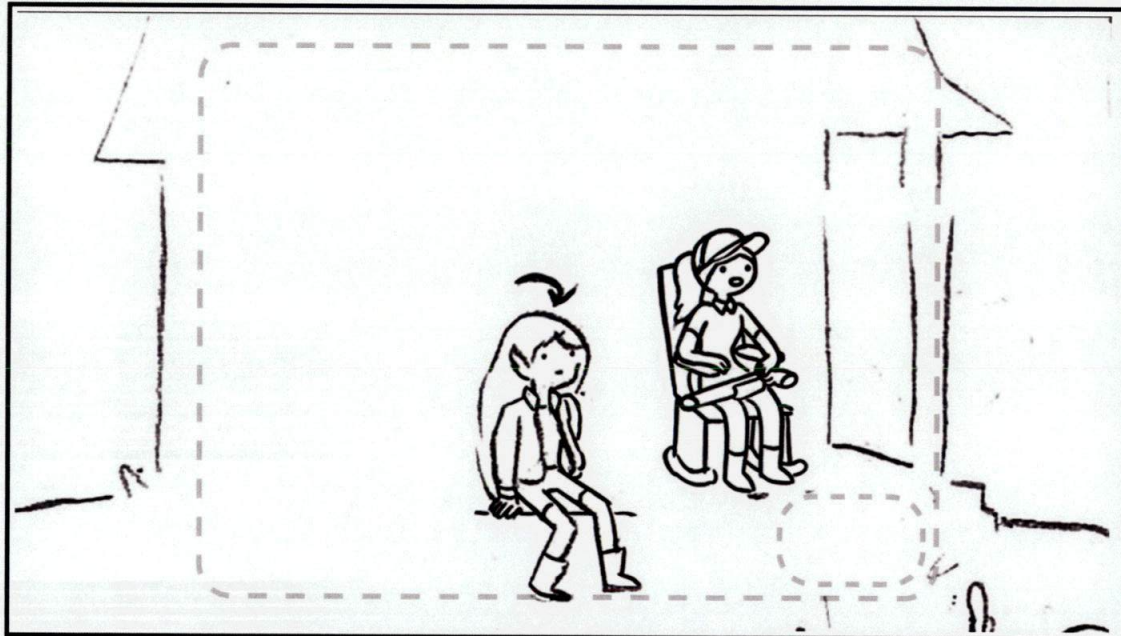
Cut

Sc. 39 *cont*

Pnl. F

Bg.

day night



Sc. 39A

Pnl. A

Bg.

day night



Dialog:

PB: JUST ME, PEPPERMINT
BUTLER, MY VEGETABLE
CITIZENS ...

Action:

FEB 0 4 2015

Timing:

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1034/208

Production:

1034/208

1034/208

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cut

ADVENTURE TIME



Sc. 40

Pnl. A

Bg.

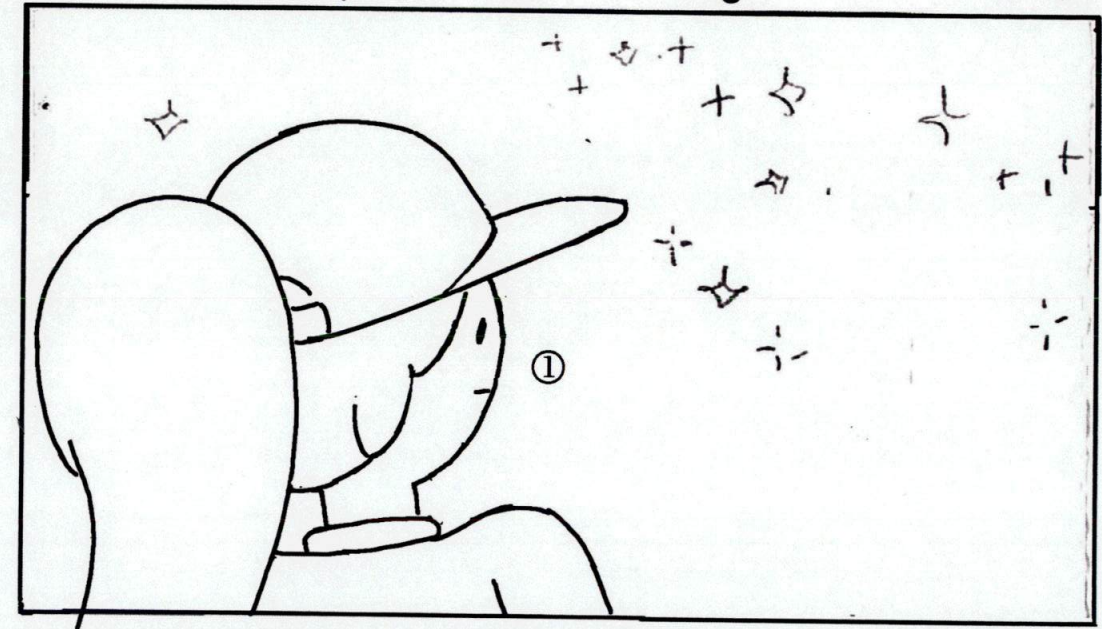
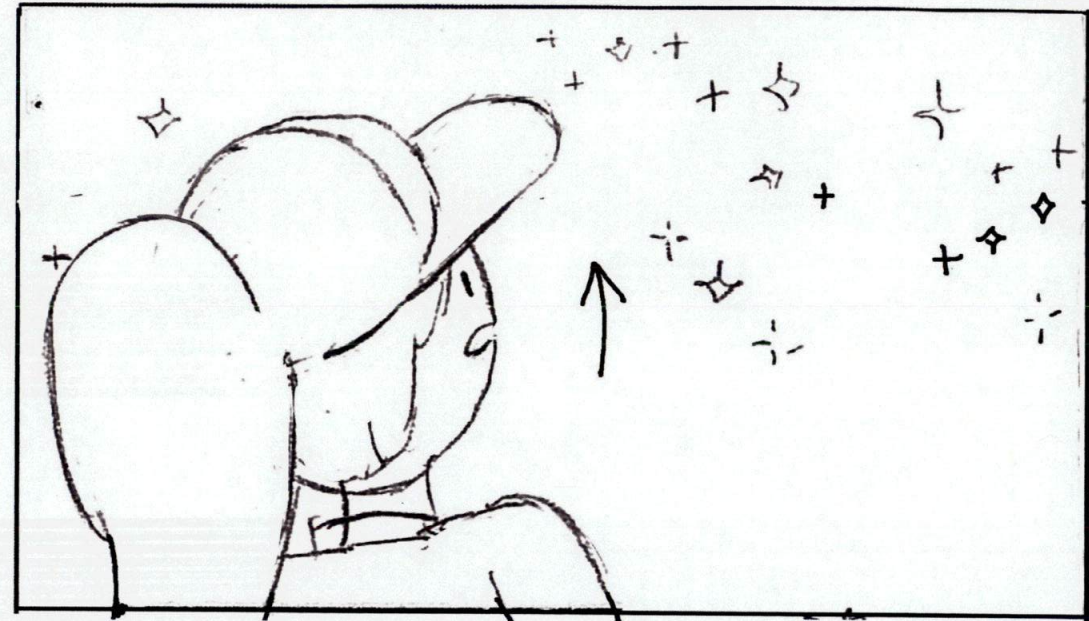
day night

Sc. 40 cont

Pnl. B

Bg.

day night



Dialog:

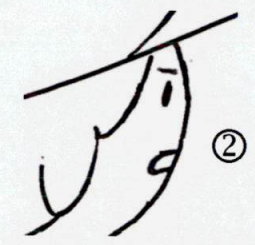
Action:

Timing:

PB: SOME PRETTY STARS... AN' OF COURSE --

-PB GLANCES UP AT SKY.

FEB 04 2015



EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



HO
CUR

Page **S3**

Sc. **40 CONT...**

Bg.

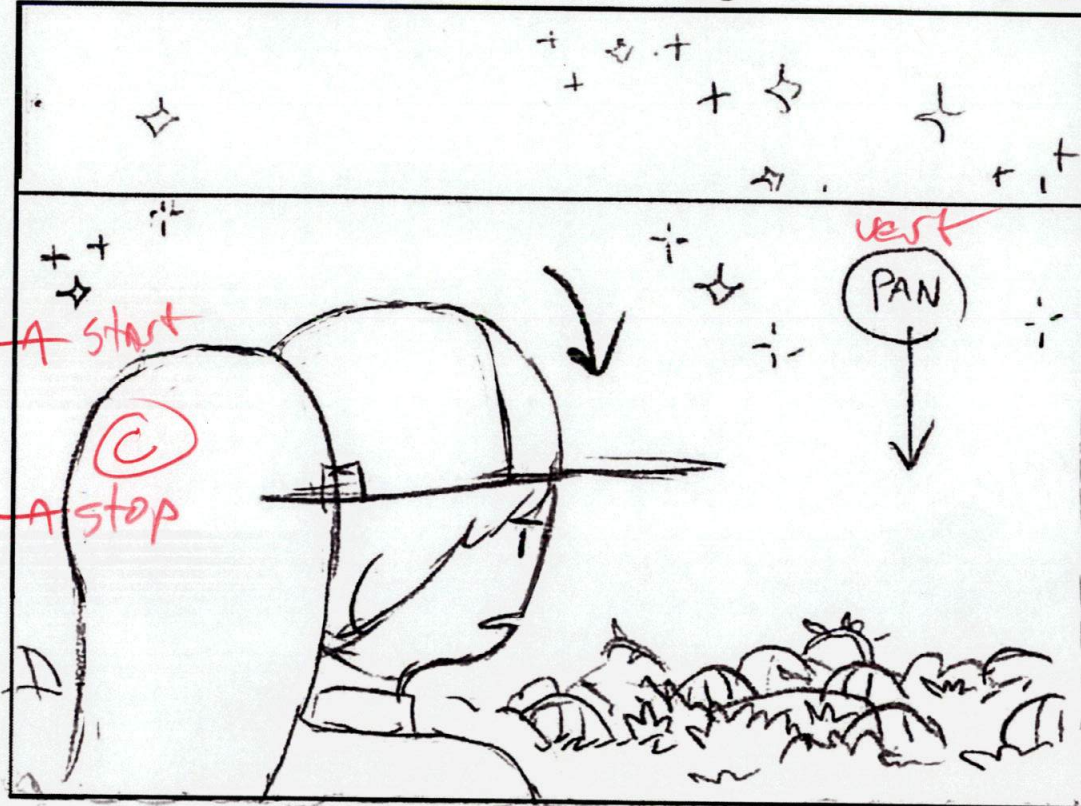
day night

Sc. **41**

Pnl. **A**

Bg.

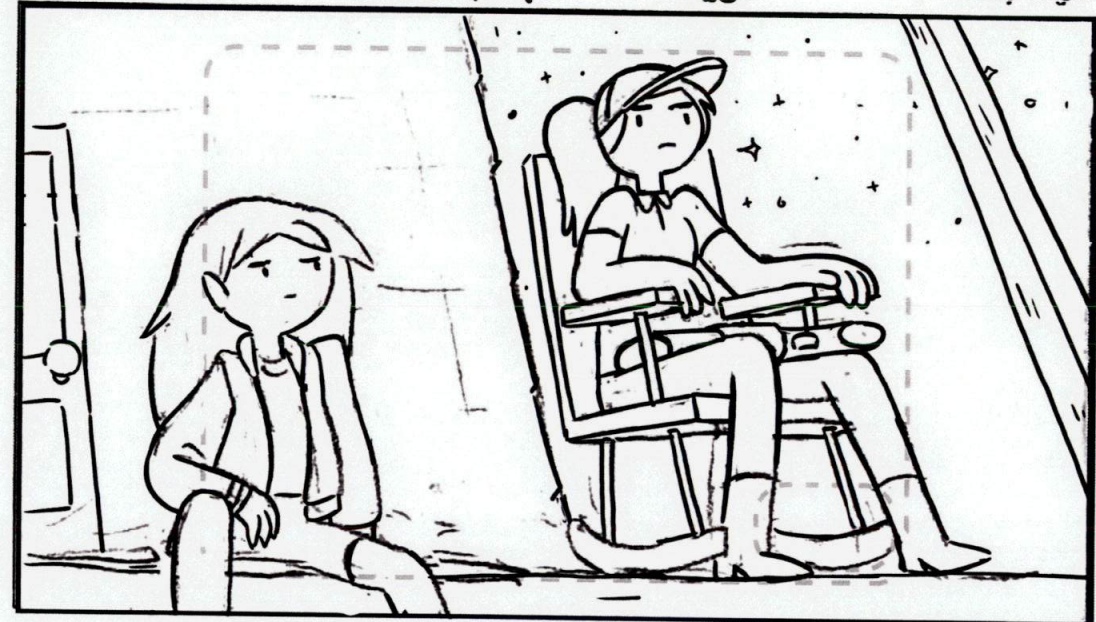
day night



Dialog: PB SOME VARMINTS.

Action:
- PB LOOKS DOWN
- PB MULTIPLANES IN PLACE AS
BG PANS W/ ACTION.

Timing:



- M LOOKS CONFUSED

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1034/208

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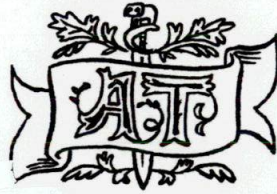
EPISODE # 1034-208

1034/208

Production:

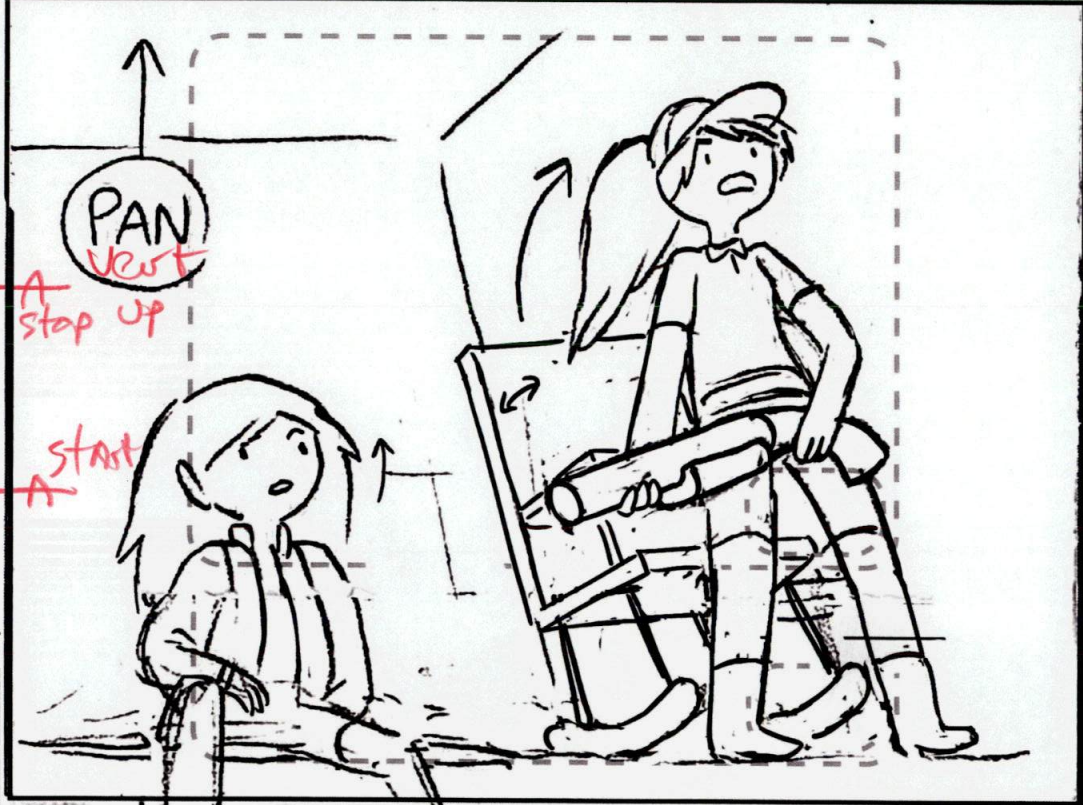
1034/208

ADVENTURE TIME

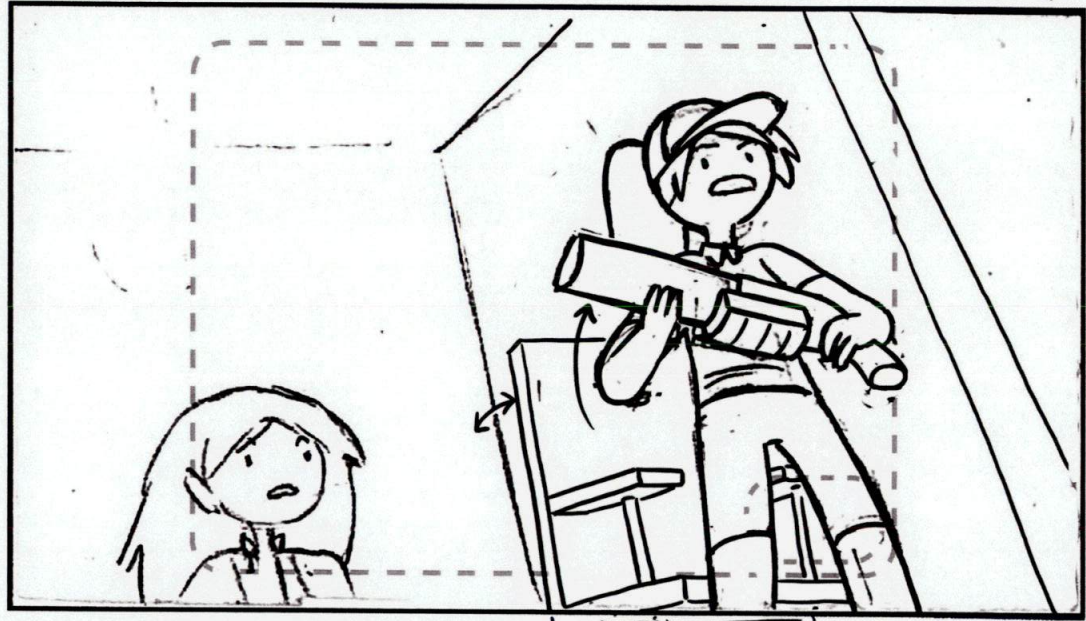


Cut

Sc. 41 cont Pnl. B Bg.



Sc. 41 cont Pnl. C Bg.



(PB) RAIDING MY SWEET PUMPKIN PATCH!

Dialog: M: VARMIN -
(PB) VARMINTS -

Action: - PB JUMPS TO HER FEET, PAN w/ PB RISING.

Timing:

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EPISODE # 1034-208

1034/208

Production:

ADVENTURE TIME

Page **55**

Sc. 42

Pnl. A

Bg.

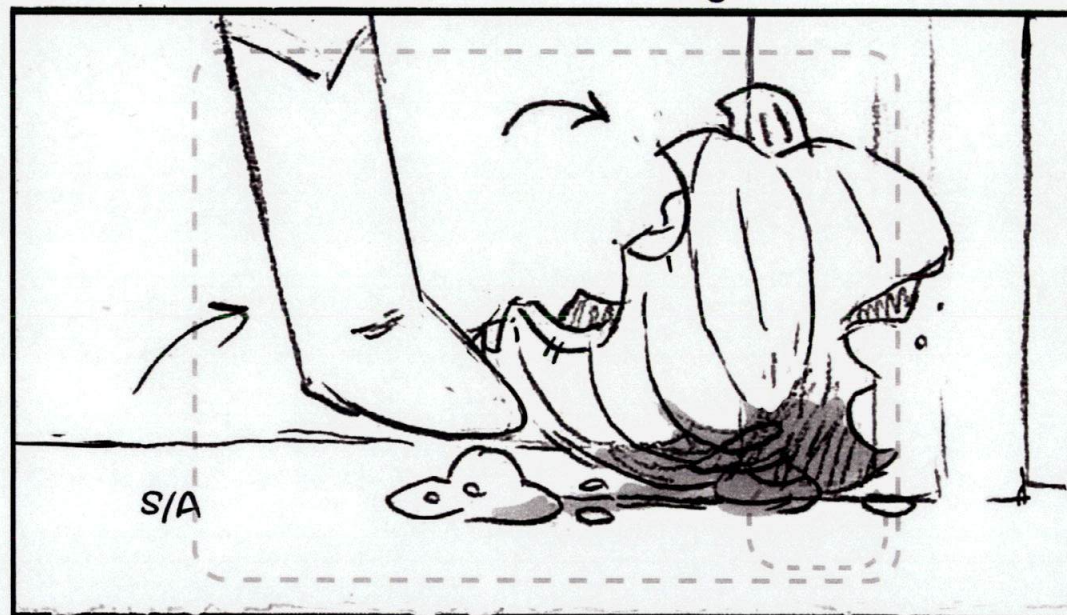
day night



Sc. 42 cont Pnl. B

Bg.

day night



Dialog:

PB: (o/s)
EVERY
DANG NIGHT

Action:

PB: AFTER ALL MY
SWEET BIO-
ENGINEERING?

SFX: * TMP *

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Timing:

- PB ROLLS OVER PUMPKIN
WITH BOOT

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1034/208

Production:

1034/208

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ADVENTURE TIME

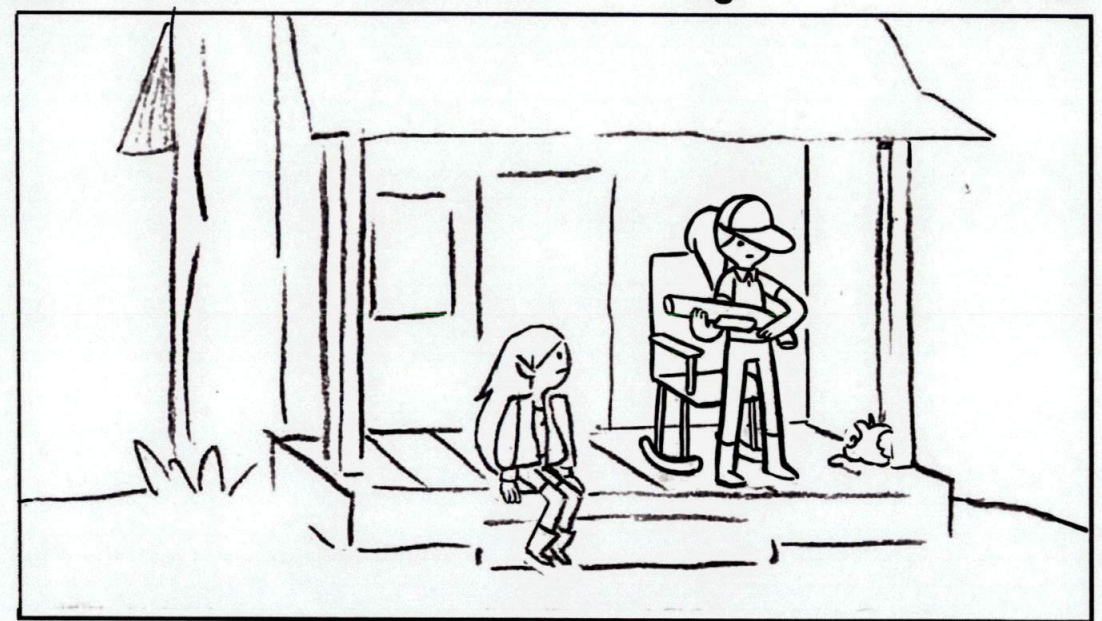


Handwritten: No Cuts

Sc. **43** Pnl. **A** Bg. day night



Sc. **44** Pnl. **A** Bg. day night



Dialog:	(MUTTERING) <u>PB</u> : THE <u>NERVE</u> OF THESE VARMINTS	(WITH FINALITY) <u>PB</u> : NOT <u>TONIGHT</u> .
Action:	-PB IS LIVID	-PB SEETHES.
Timing:		

FEB 0 4 2015

1034/208

EPISODE # 1034-208

1034/208

Production:

1034, 208

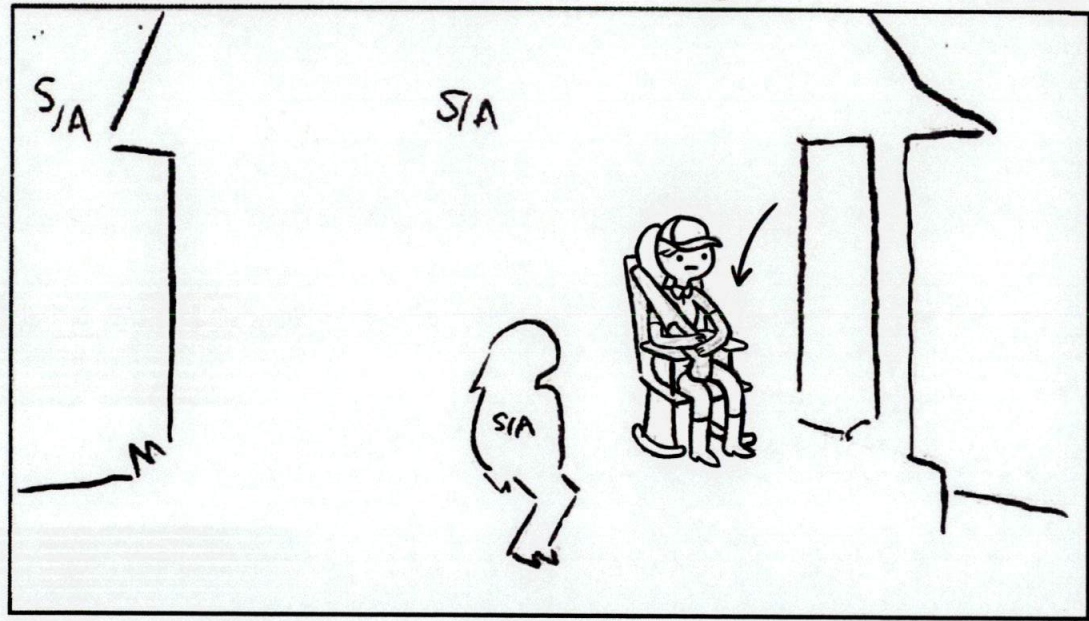
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1034/208

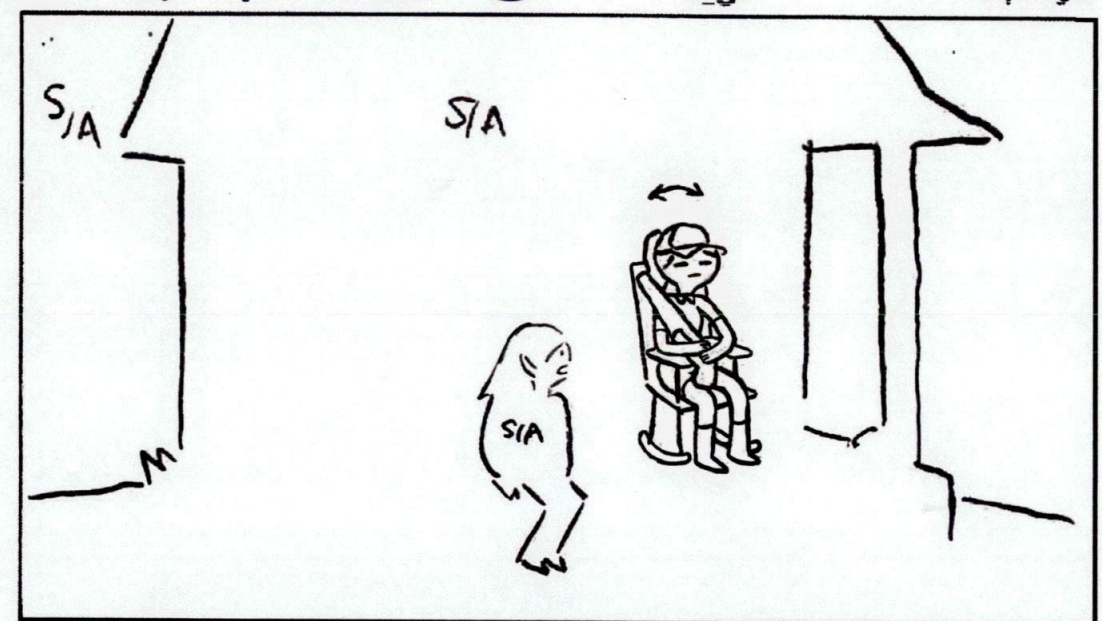
ADVENTURE TIME



Sc. 44 cont Pnl. B Bg. day night



Sc. 44 cont Pnl. C Bg. day night



Dialog:	M: SO HOW LONG YOU GONNA SIT OUT HERE ...
Action:	- PB SITS DOWN IN ROCKING CHAIR.
Timing:	

FEB 04 2015

EPISODE # 1034-208
1034/208
Production:

ADVENTURE TIME

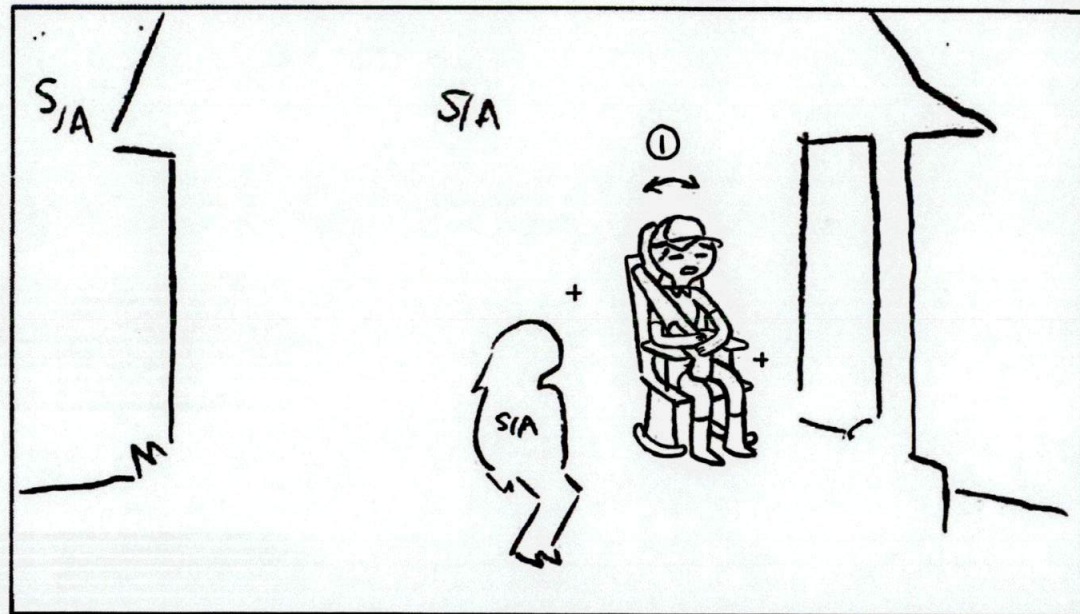


Page **58**

Sc. **44 CONT** Pnl. **D**

Bg.

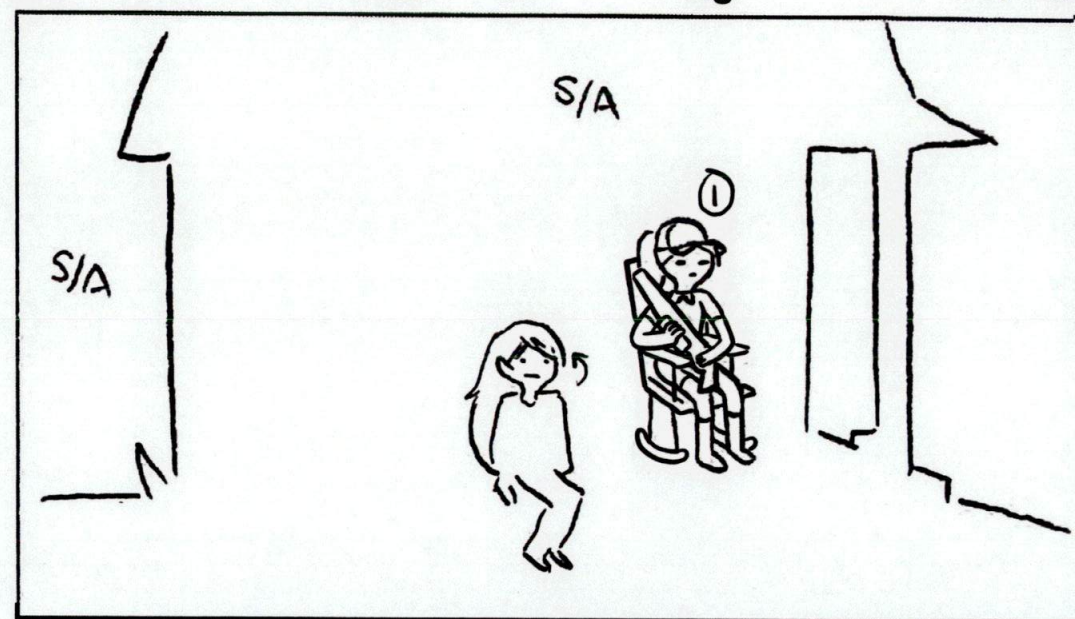
day night



Sc. **44 CONT** Pnl. **E**

Bg.

day night



Dialog:

PB: LONG AS IT
TAKES...

SFX: *^②CHK-CHK*^③

FEB 04 2015

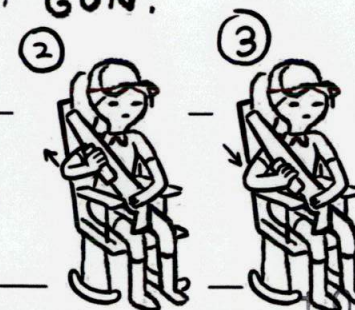
Action:

^②

-PB COCKS VARMINT GUN.

Timing:

CYCLE:
①, ②, ①, ② ect



EPISODE # 1034-208

Production:

1034/208

ADVENTURE TIME



Page **59**

Sc. **44 CONT** Pnl. **F**

Bg.

day night



Sc. **44 CONT** Pnl. **G**

Bg.

day night



Dialog:

(FORCING ENTHUSIASM)
M: AWRIGHT YEAH, LET'S
 GET THESE VARMINTS,!

PB/ Um... yeah...

FEB 0 4 2015

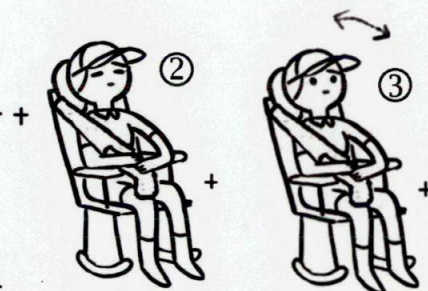
Action:

- M. CLENCHES FISTS.

- PB + M SIT AND WAIT

- PB GLANCES AT M.

Timing:



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Production:

1034/208

W/ 10:55 post

1034-208

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Cut w/ X MISS @ POST

ADVENTURE TIME

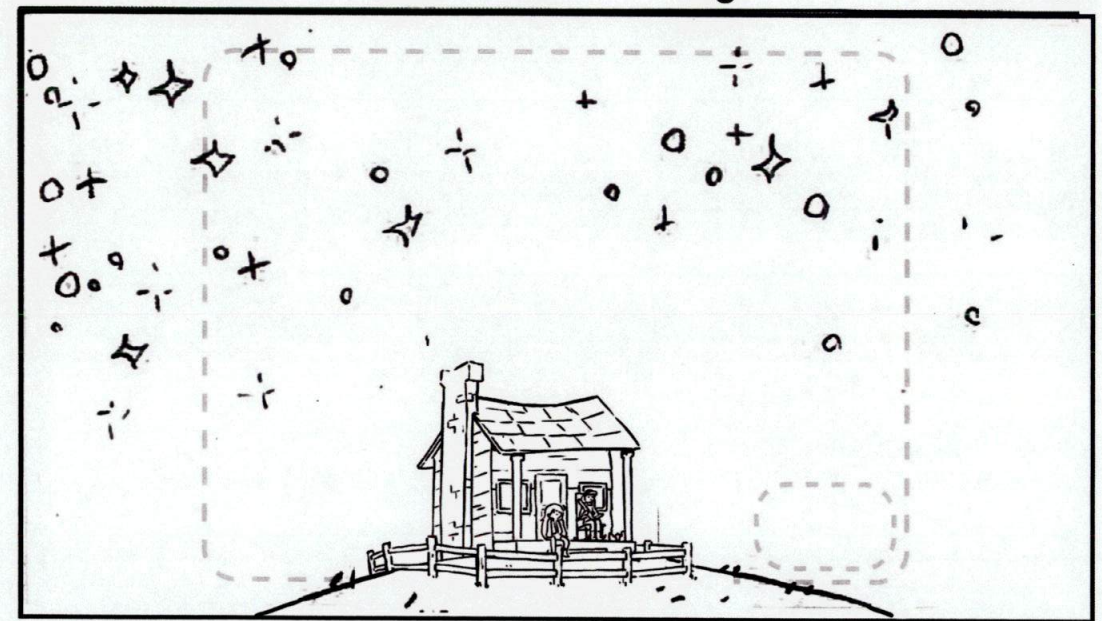


Cut w/ X MISS @ POST

Sc. 45 Pnl. H Bg. day night



Sc. 46 Pnl. I Bg. day night



HO Cut

EPISODE # 1034-208

1034/208

Dialog:	
SFX: [CRICKETS] + _____	
Action:	FEB 0 4 2015
DISSOLVE	- CU of PUMPKIN PATCH
DISSOLVE	- DISSOLVE TO WIDE SHOT of CABIN.
Timing:	

Production:

1034/208

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1034/208

HN
Cot

ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night



Sc. 47 cont Pnl. B Bg. day night



Dialog:	...
Action:	M: *PBBBBB* SFX: *PT-PT-PT* -M. PATS CHECKS
Timing:	CYCLE: ①, ②, ①, ② ect.



Production:

EPISODE # 1034-208

1034/208

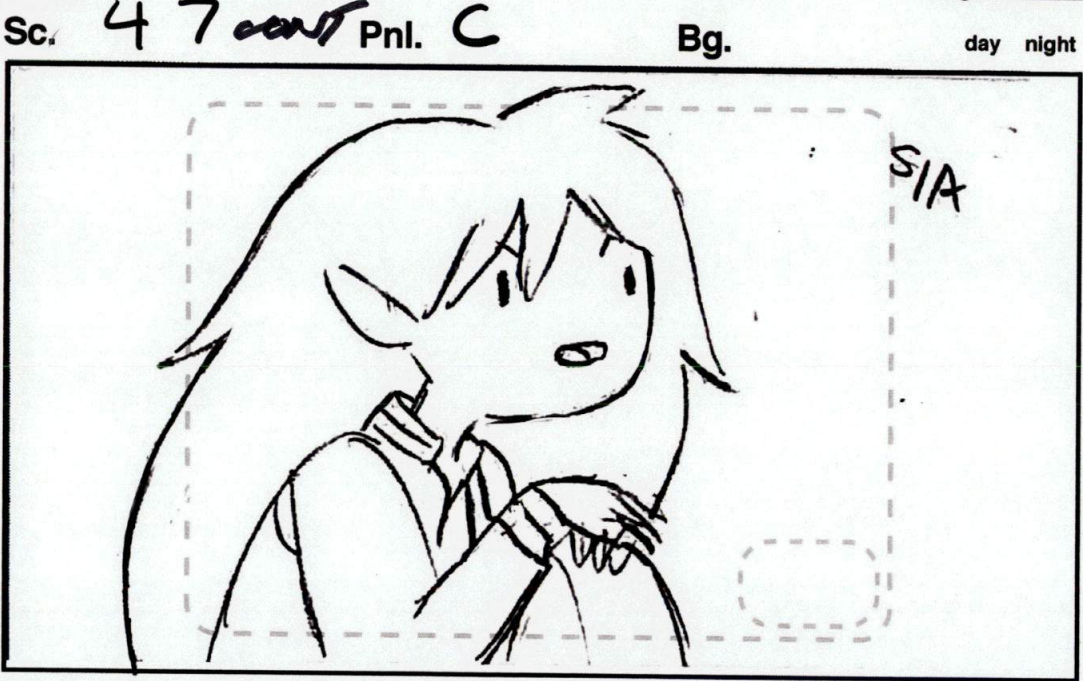
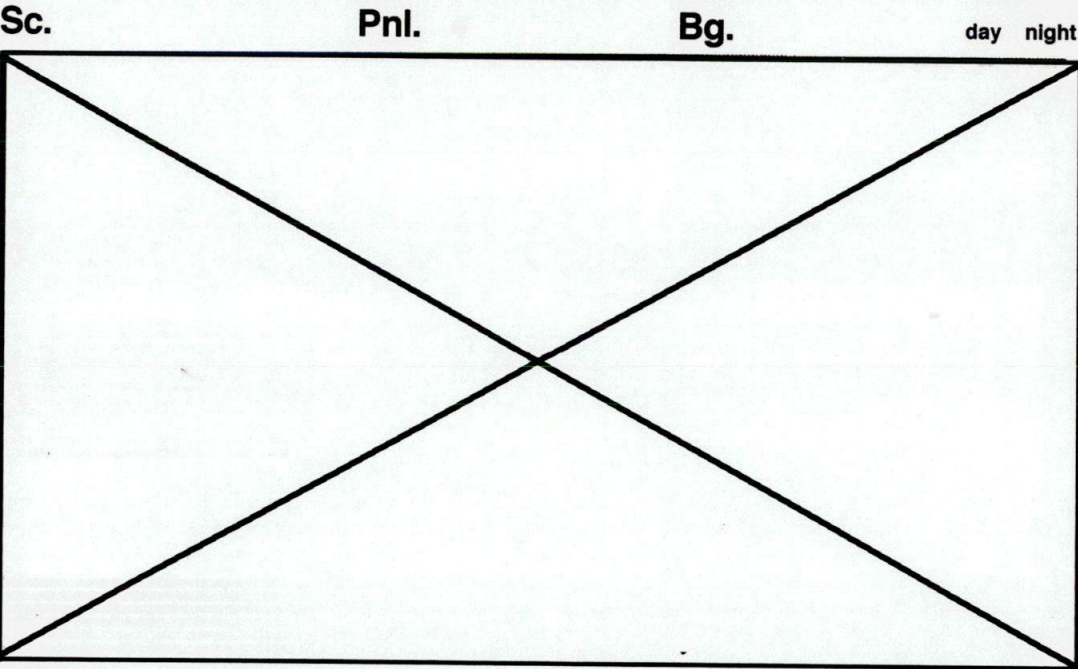
1034/208

ADVENTURE TIME



Page 62

He
Cut



Dialog:	<p><u>M</u>: THESE MUST BE PRETTY GOOD PUMPKINS, HUH.</p>
Action:	<p>FEB 0 4 2015</p>
Timing:	

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Production:

1034/208

1034/208

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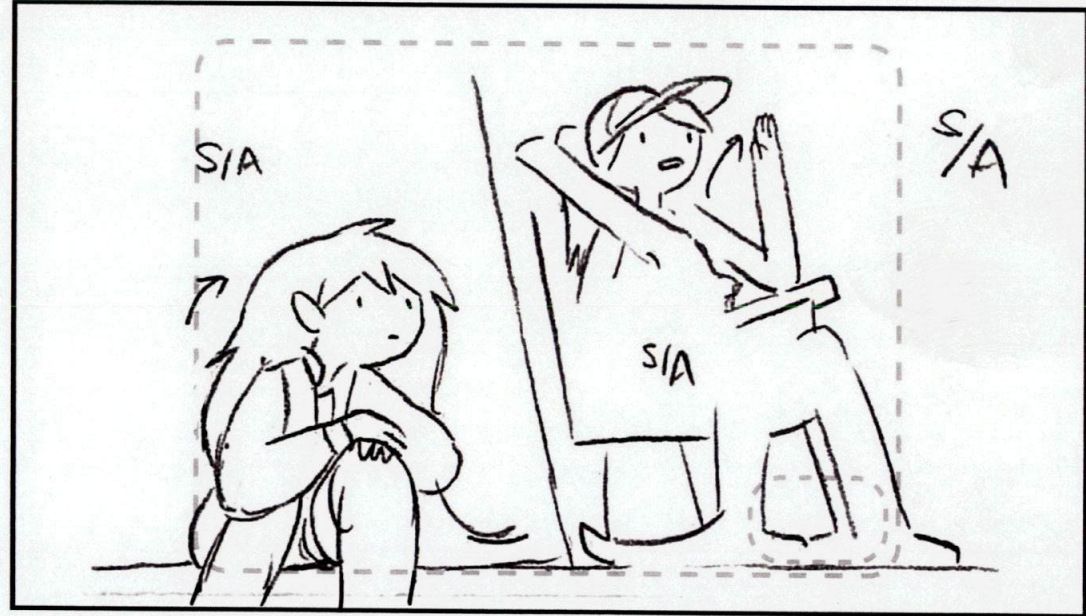
ADVENTURE TIME



Sc. 48 Pnl. A Bg. day night



Sc. 48 cont Pnl. B Bg. day night



Dialog:	<u>PB</u> : THEY'RE CITIZENS OF MY ...	<u>PB</u> : <u>GARDEN</u> . <u>KINGDOM</u> .
Action:		
Timing:	FEB 0 4 2015	

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Production:

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ADVENTURE TIME



Sc. 4 8 *cont* Pnl. C Bg. day night



Sc. 4 8 *cont* Pnl. D Bg. day night



Dialog:	PB/ 100% loyal garden citizens.
Action:	
Timing:	

FEB 0 4 2015

EPISODE # 1034-208
1034/208
Production:

ADVENTURE TIME



Page 65

Sc. 48 CONT Pnl. E

Bg.

day night



Sc. 48 CONT Pnl. F

Bg.

day night



Dialog:

M/ Ha, that reminds me. So I was in the Grocery Kingdom last Sunday--

M: 'CAUSE FREE SAMPLE'S, Y'KNOW

Action:

FEB 0 4 2015

Timing:

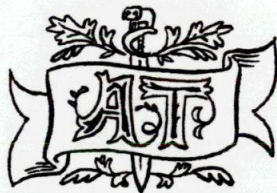
EPISODE # 1034-208

Production:

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1034/208

ADVENTURE TIME



Sc. 49 Pnl. A Bg. day night



Sc. 49 cont Pnl. B Bg. day night



Dialog:	<u>M</u> : AND THEY HAD THESE SHRIMP COCKTAIL DEALIES?	<u>M</u> : - <u>SO GOOD</u> -
Action:		
Timing:		

FEB 0 4 2015

ADVENTURE TIME



Sc. 49 cont Pnl. C

Bg.

day night



Sc. 49 cont Pnl. D

Bg.

day night



Dialog:

M: I WAS SUCKING THE
SAUCE OFF 'EM AND
HUCKING THE SHRIMP
AT THE CEILING...

Action:

M: I KEPT GOIN'
BACK FOR MORE AND
MORE SAMPLES

FEB 04 2015

Timing:

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EPISODE #

1034/208

Production:

ADVENTURE TIME



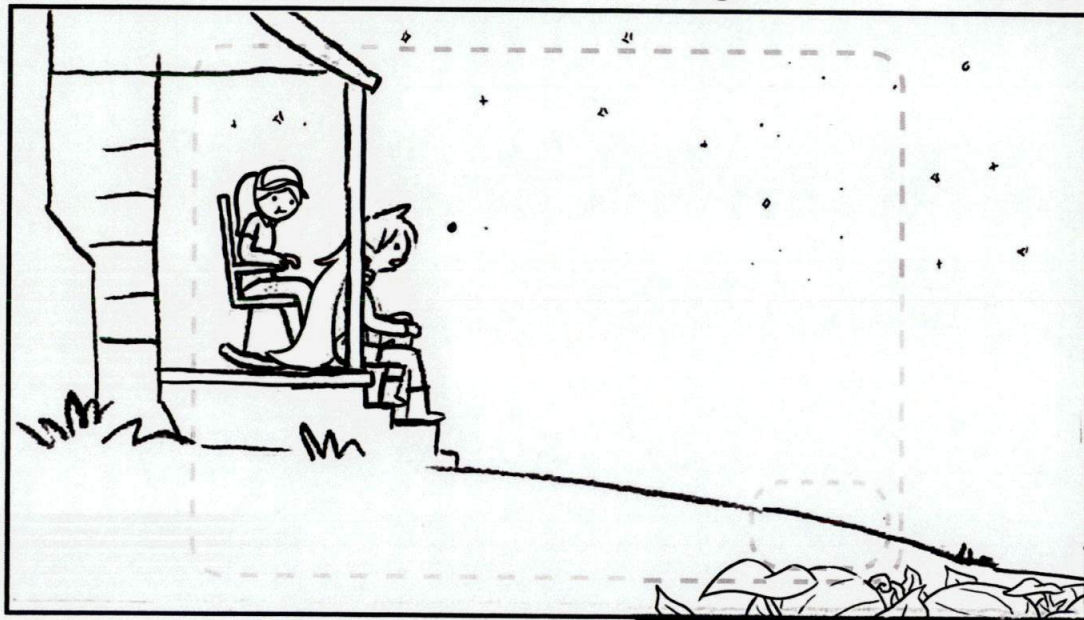
Page 68

Sc. 50

Pnl. A

Bg.

day night

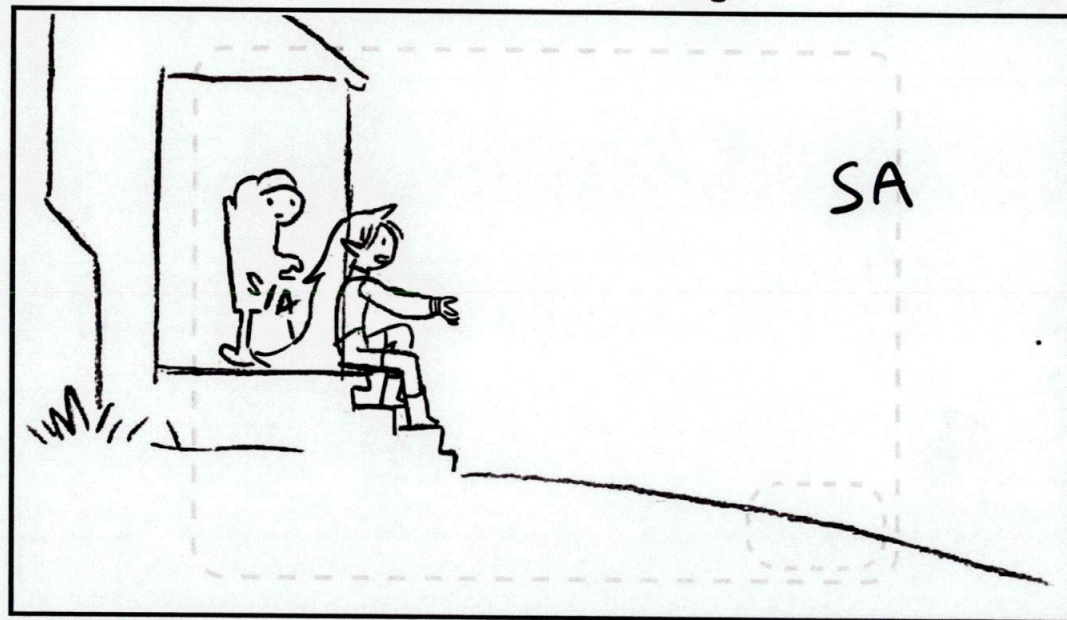


Sc.

50 cont Pnl. B

Bg.

day night



Dialog:

M: I COULDN'T
HELP MYSELF.!

M/ I don't know man. The shrimp
must have gone bad or something.

Action:

FEB 04 2015

Timing:

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Production:

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1034/208

1034/208

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ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 51 const Pnl. B Bg. day night



Dialog:	<u>M</u> : (o/s) ' CAUSE ALL THAT RED CAME RIGHT BACK UP ...
Action:	-PB LOOKS GROSSED-OUT
Timing:	FEB 04 2015

EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Sc. 52 Pnl. A Bg. day night



Sc. 52 *cont* Pnl. B Bg. day night



Dialog:	<u>M</u> : STILL INVISIBLE AND YAKKING RED ALL DOWN THE PRODUCE AISLE
Action:	<u>M</u> : IT WAS AWESOME
Timing:	FEB 0 4 2015

EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



e sold or transferred.

Sc. 53

Pnl. A

Bg.

day night



Sc.

53 cont

Pnl. B

Bg.

Page 71

day night



Dialog:

PB/ Heh, Heh! Hey remember that one time--

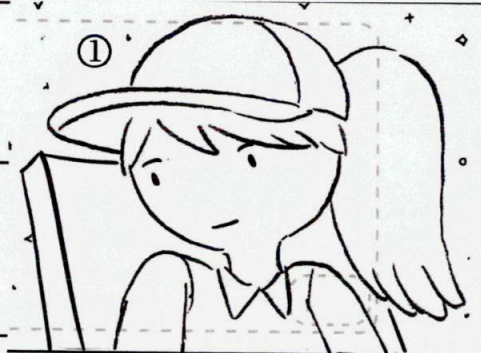
SFX: (OFF/T)

* RUSTLING *

FEB 04 2015

Action:

Timing:



- PB TURNS UPON HEARING SOUND

Production:

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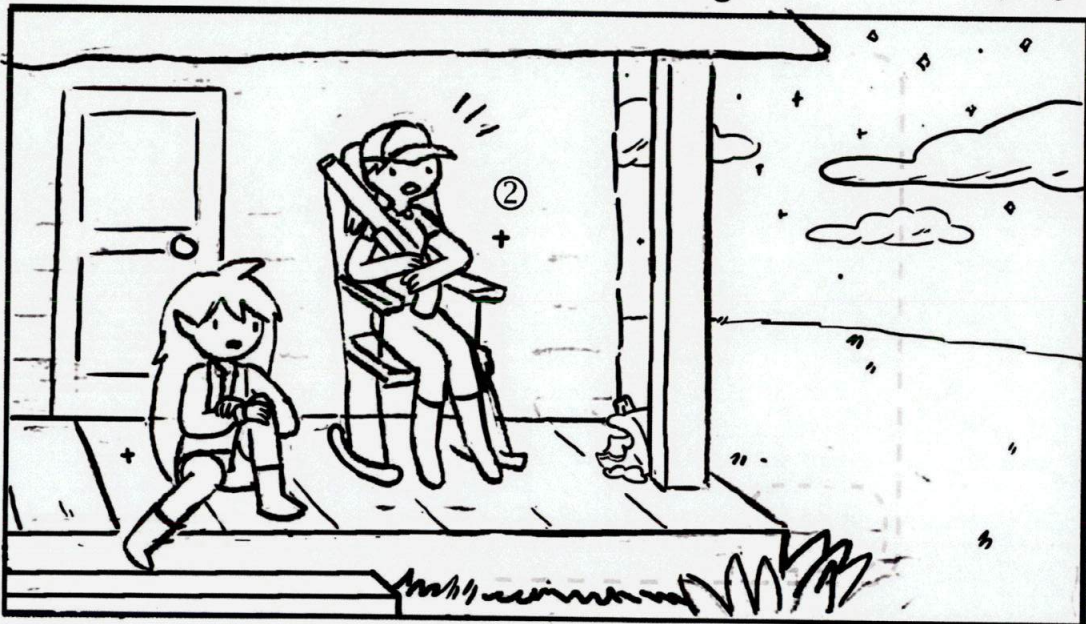
1034-208

1034/208

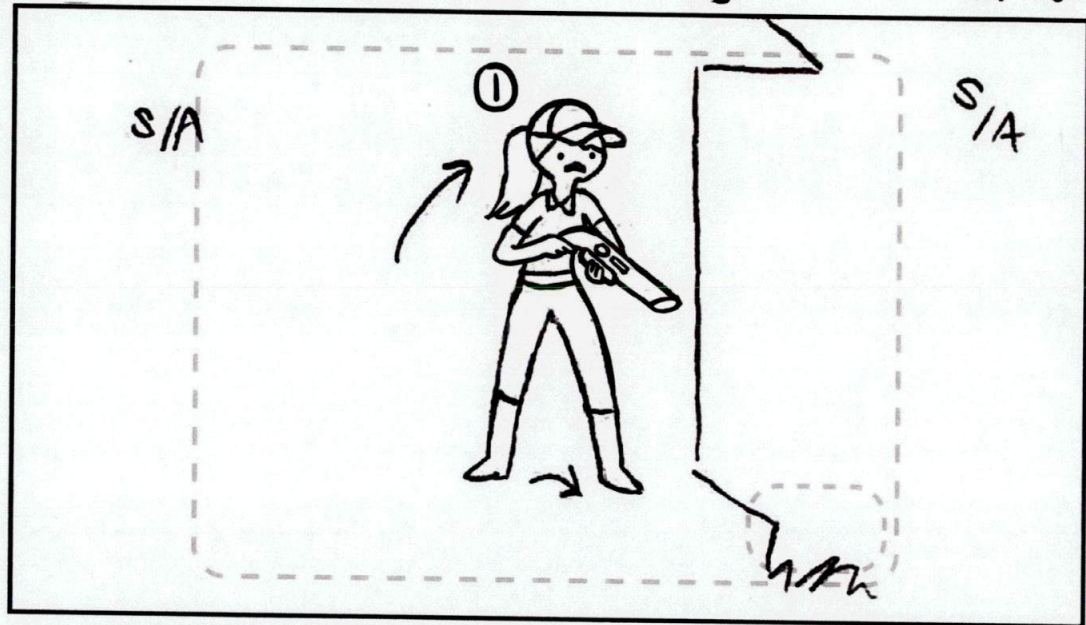
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



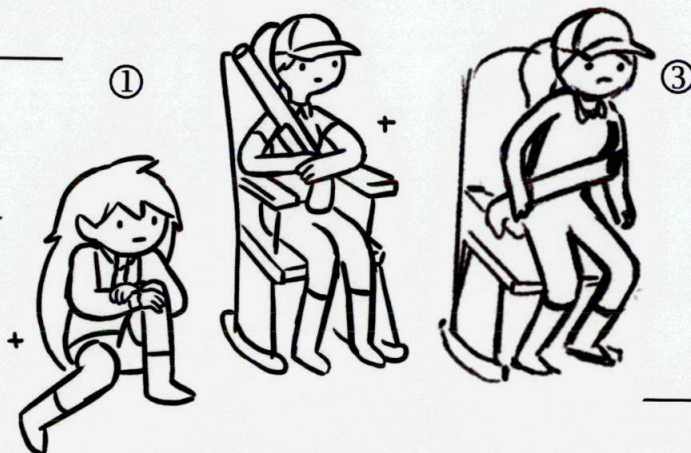
Sc. 54 *cont* Pnl. B Bg. day night



Dialog: SFX: *CHOMP*
PB: [SMALL GASP]

Action:

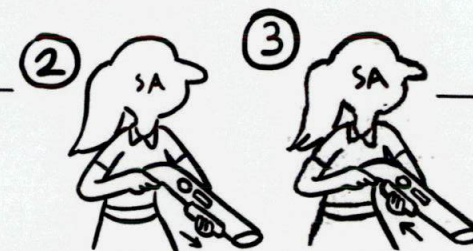
Timing:



SFX: *CH-CHKK*

FEB 04 2015

- PB LEAPS TO HGR FEET.



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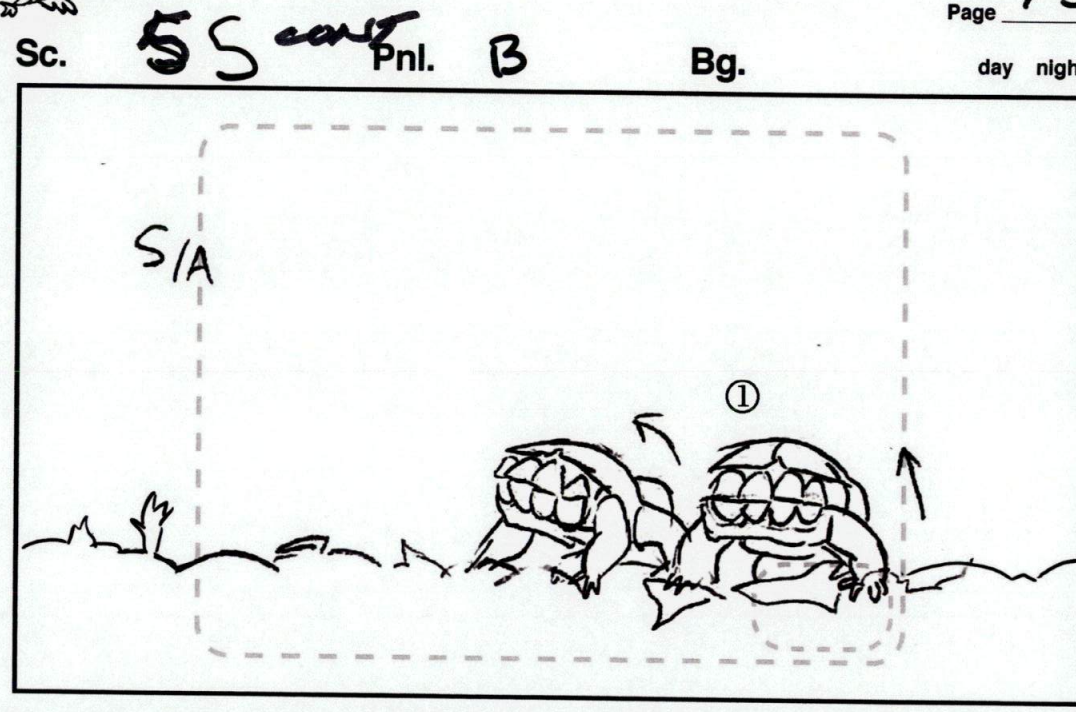
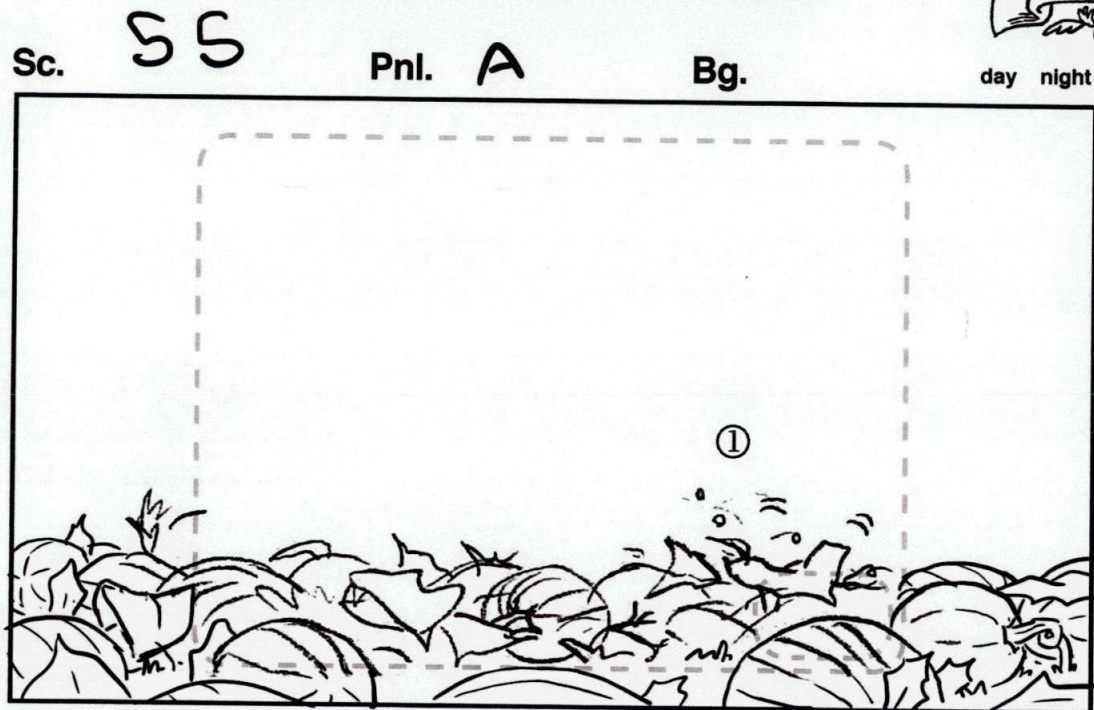
1034/208

Production:

ADVENTURE TIME



Page 73



Dialog:

SFX: * RUSTLING *
MUNCHING

PB: (o/s) HEY!

VARMINTS: HSS?

FEB 04 2015

Action:

- SECTION OF PUMPKIN VINES RUSTLING.

Timing:

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ADVENTURE TIME



Page 74

Sc. 56

Pnl. A

Bg.

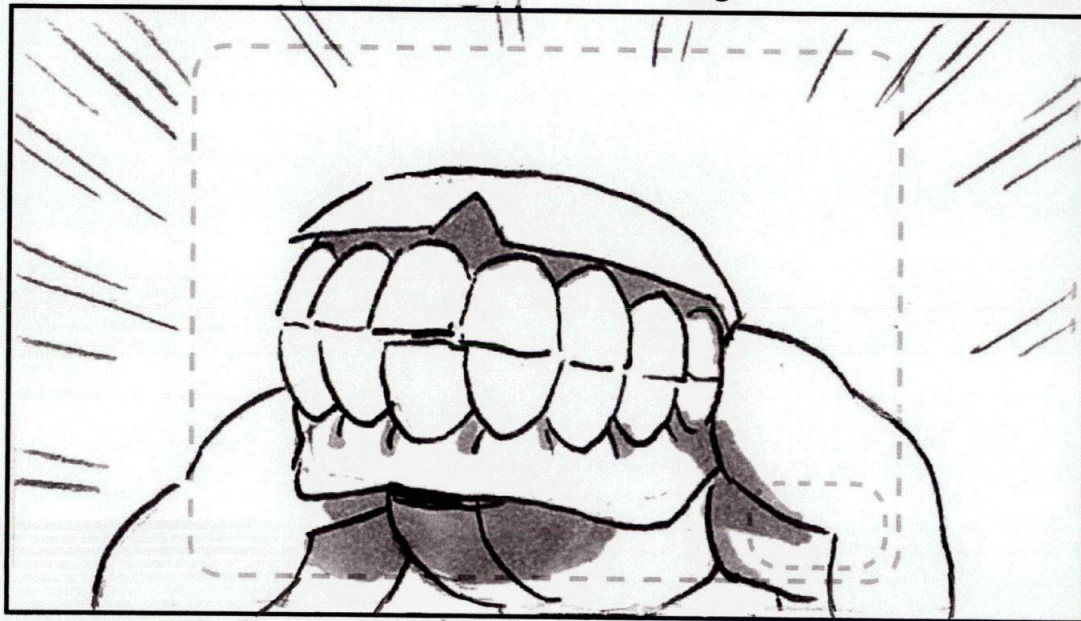
day night

Sc. 56 cont

Pnl. B

Bg.

day night



Dialog:

SFX: HORROR
STING

VARMINT: HSSSS!

Action:

- GROSS C/U of VARMIN.

- VARMIN GESTURES MENACINGLY.

Timing:

FEB 04 2015

Production:

EPISODE #

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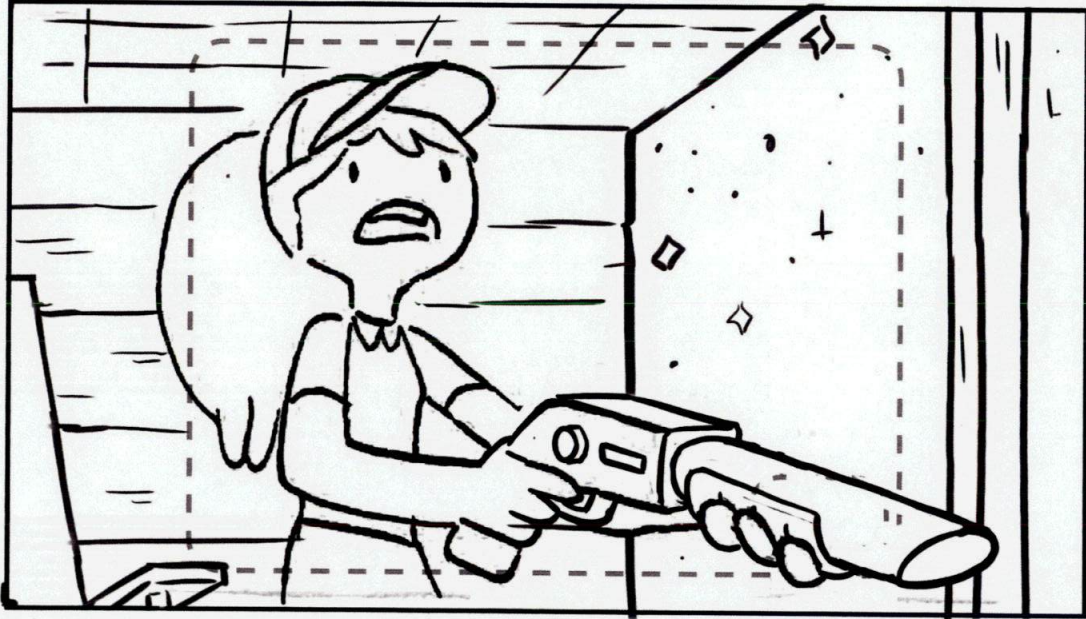
1034/208

1034/208

ADVENTURE TIME



Sc. 57 Pnl. A Bg. day night Sc. 57 *cont* Pnl. B Bg. day night Page 75



Dialog:	<u>PB: VARMINTS!</u>
Action:	-PB RAISES GUN.
Timing:	FEB 0 4 2015

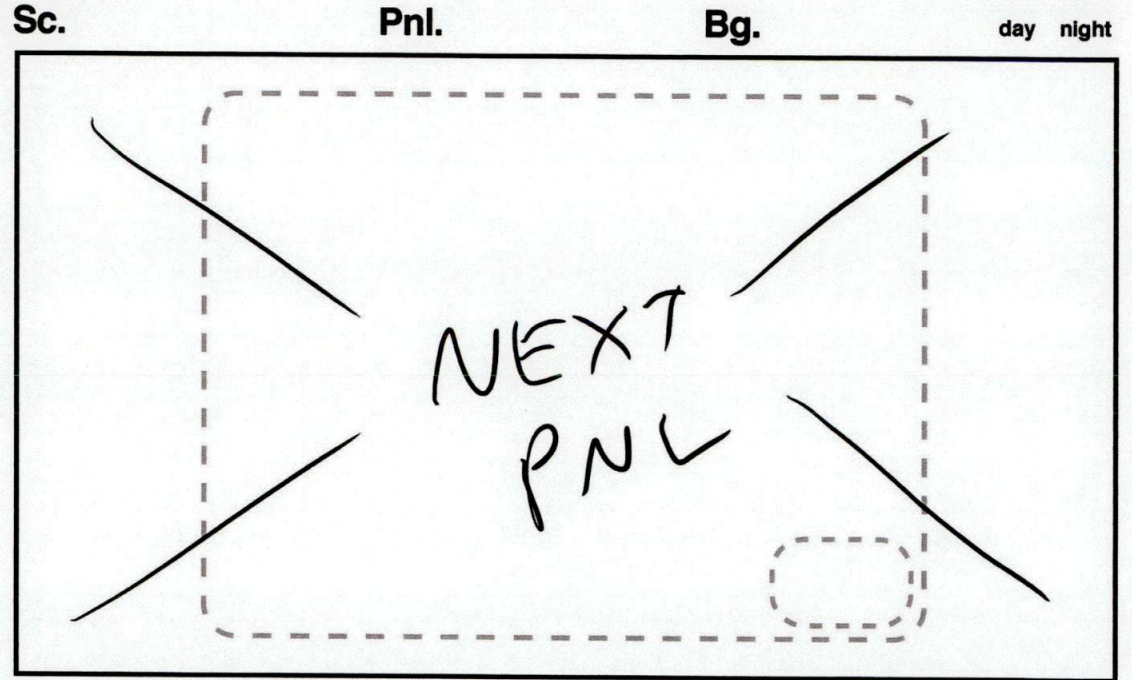
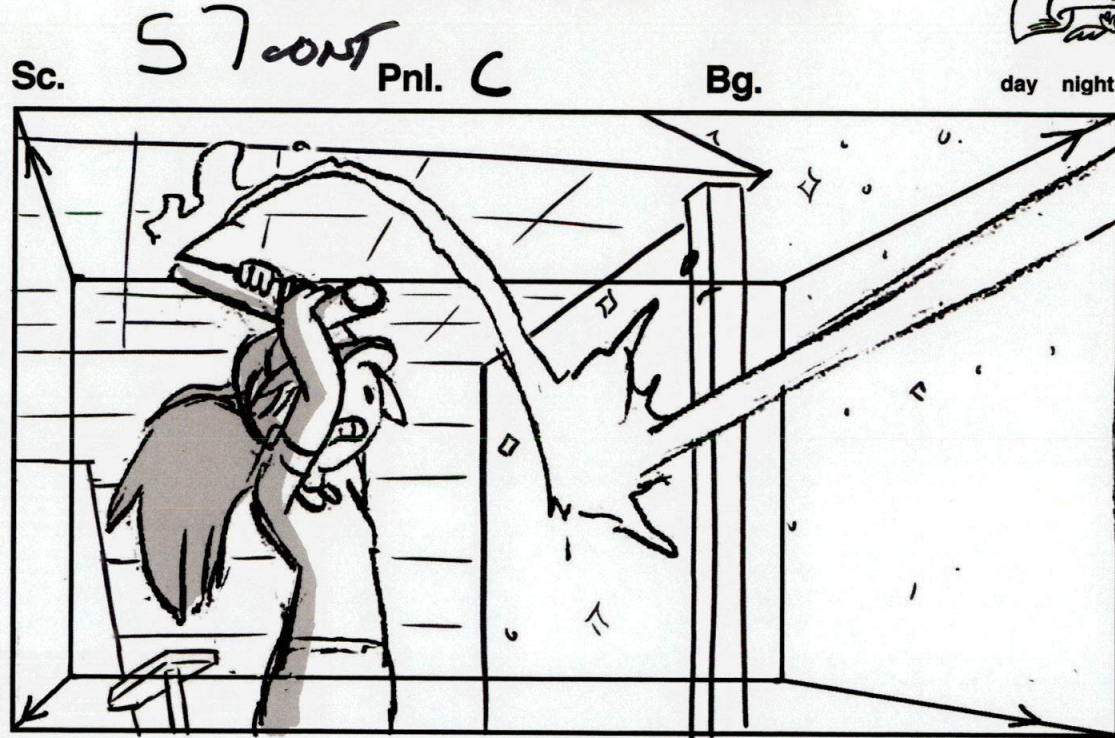
EPISODE # 1034-208

Production:

ADVENTURE TIME



Page **76**



Dialog:

SFX: * BLAM! *

Action:

- MASS RECOIL FROM FIRING.
- TRUCK OUT W/ BLAST

FEB 04 2015

Timing:

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EPISODE #

1034/208

Production:

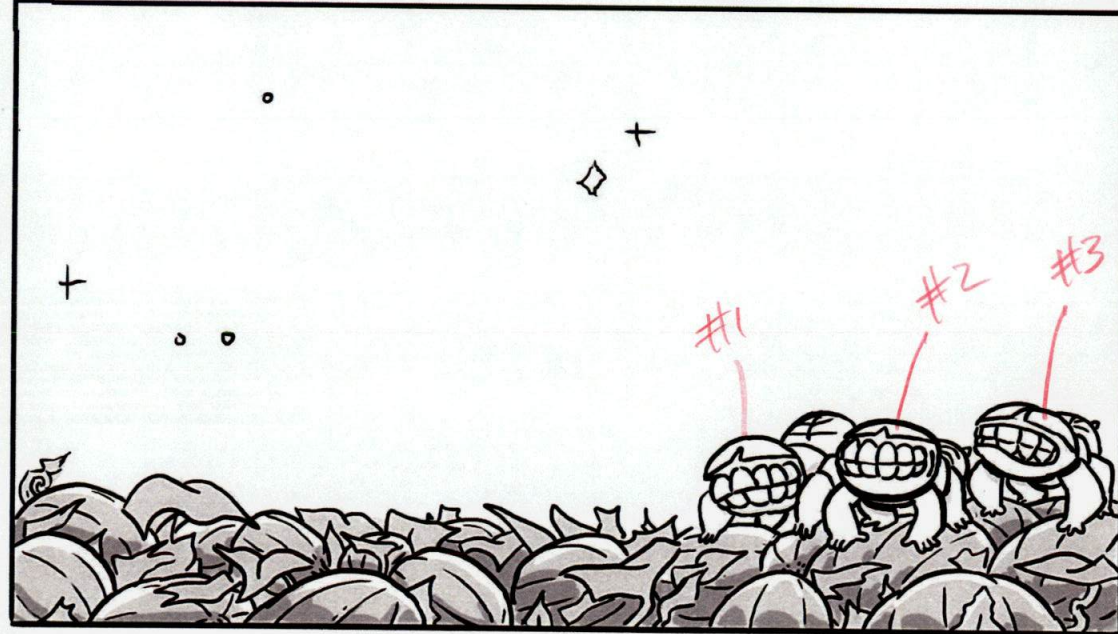
1034/208

1034/208

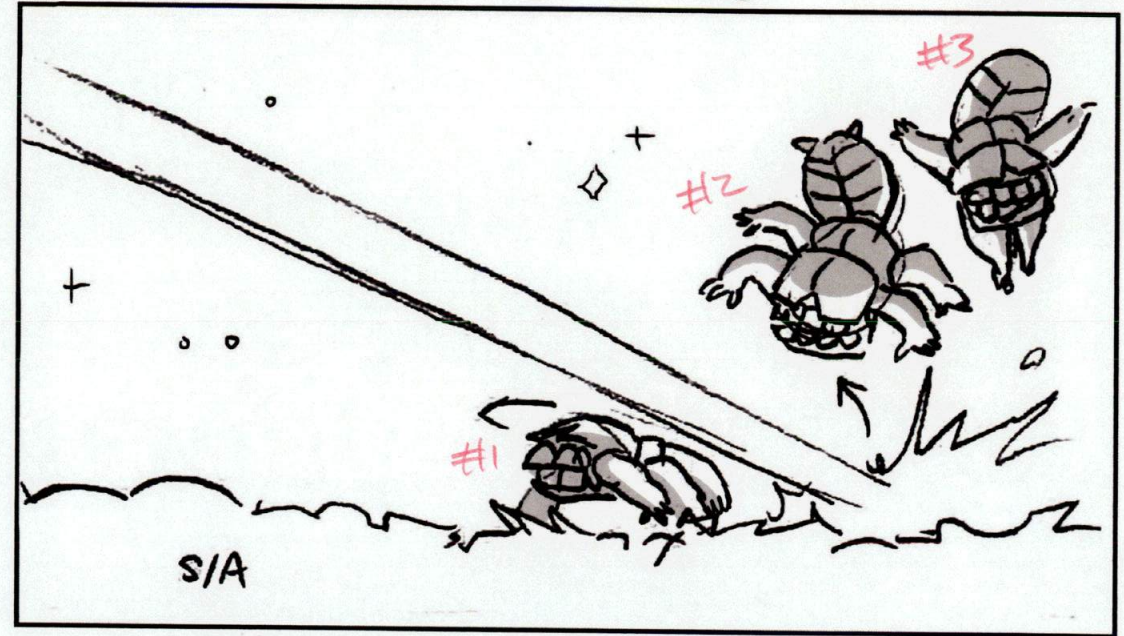
ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night



Sc. 58 CONT Pnl. B Bg. day night Page 77



Dialog:

SFX: *CHUUU!*

Action:

- VARMINTS DODGE ACROBATICALLY

Timing:

FEB 04 2015

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EPISODE #

1034/208

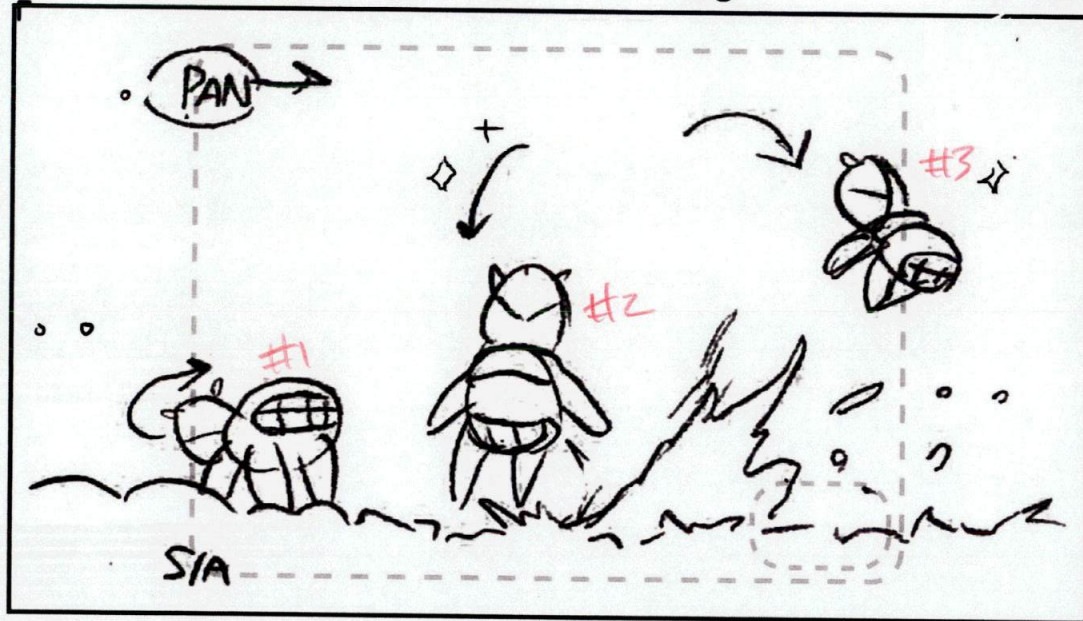
Production:

1034/208

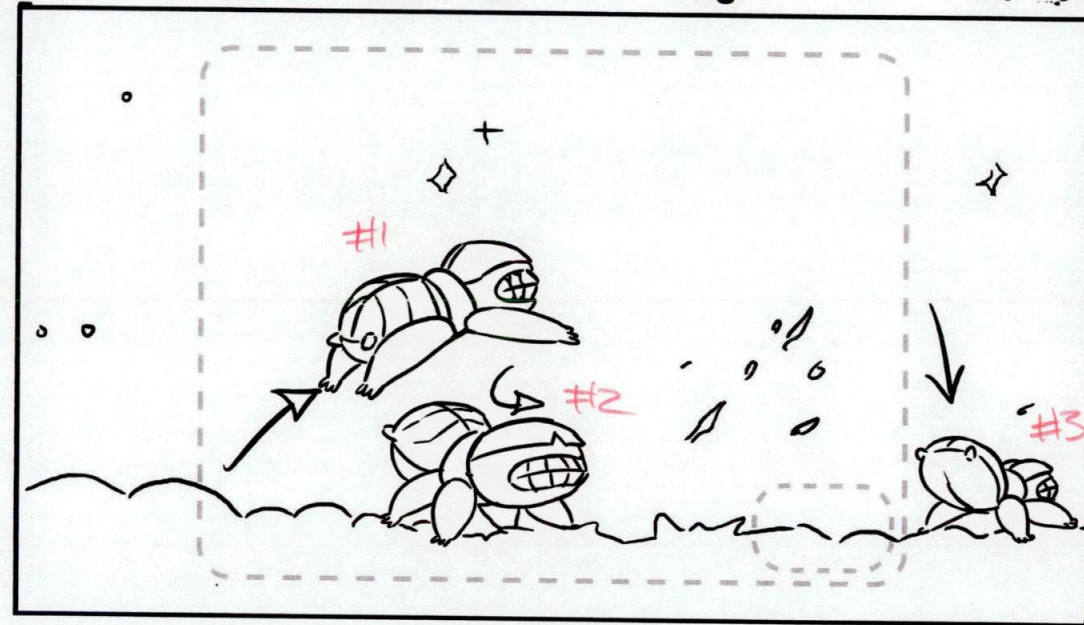
ADVENTURE TIME



Sc. 58 *cont* Pnl. C Bg. day night



Sc. 58 *cont* Pnl. D Bg. day night Page 78



Dialog:

SFX: * SKITTERING AWAY *

Action:

- VARMINTS HOP AND SKITTER AWAY ,
- BLAST DISSIPATES

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Timing:

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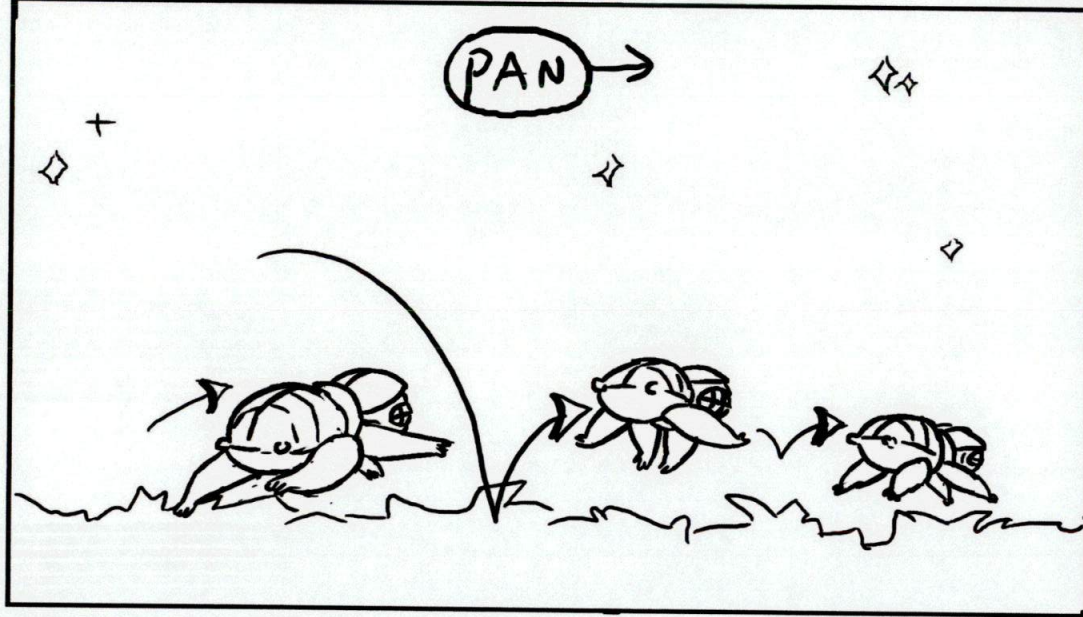
1034/208

Production:

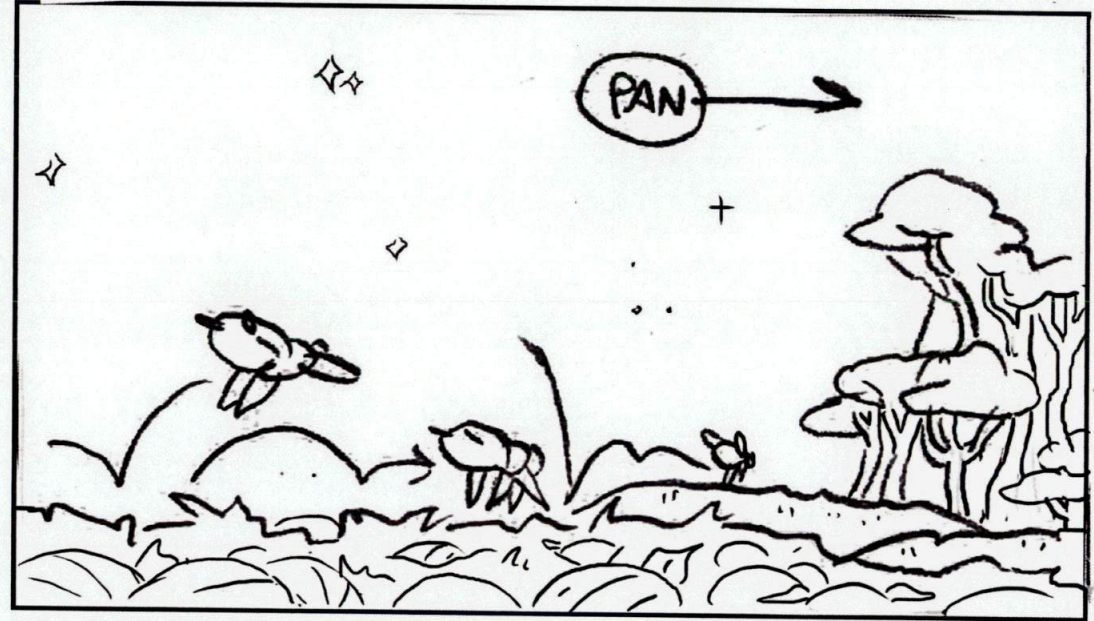
ADVENTURE TIME



Sc. 58 CONT Pnl. E Bg. day night



Sc. 58 CONT Pnl. F Bg. day night Page 79



Dialog:

Action:

- VARMINTS HEAD TOWARDS FOREST

FEB 0 4 2015

Timing:

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EPISODE #

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Production:

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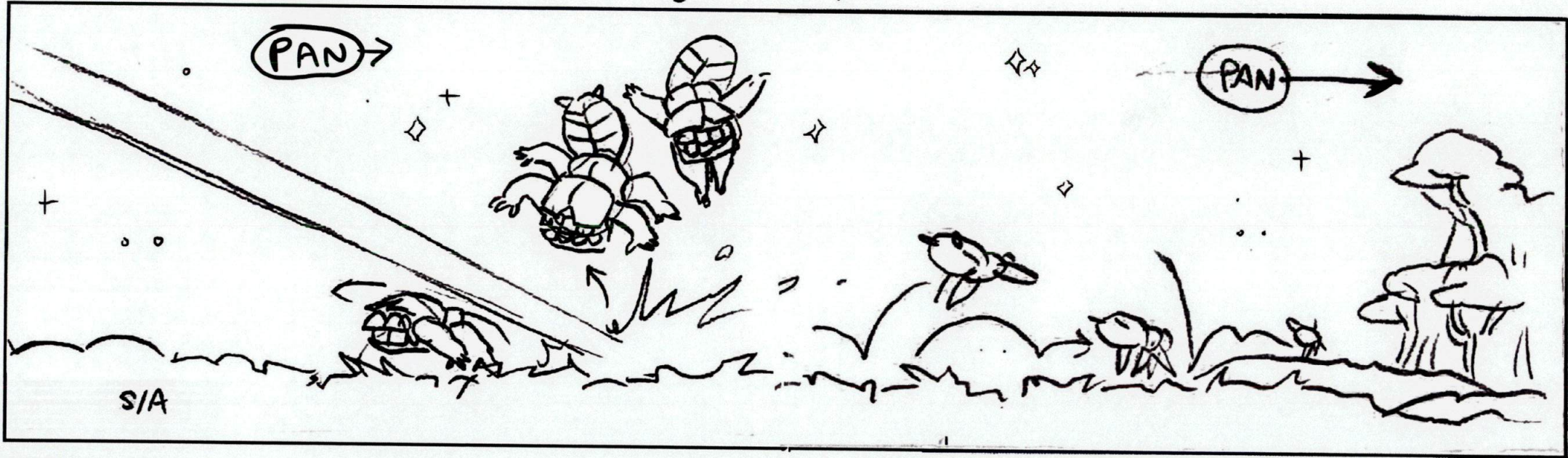
REFERENCE ONLY.

ADVENTURE TIME

REF. FOR SC. 58



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Dialog:

Action:

Timing:

FEB 04 2015

1034-208

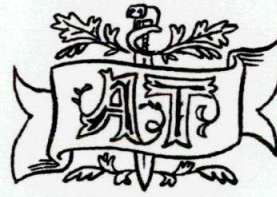
EPISODE #

1034/208

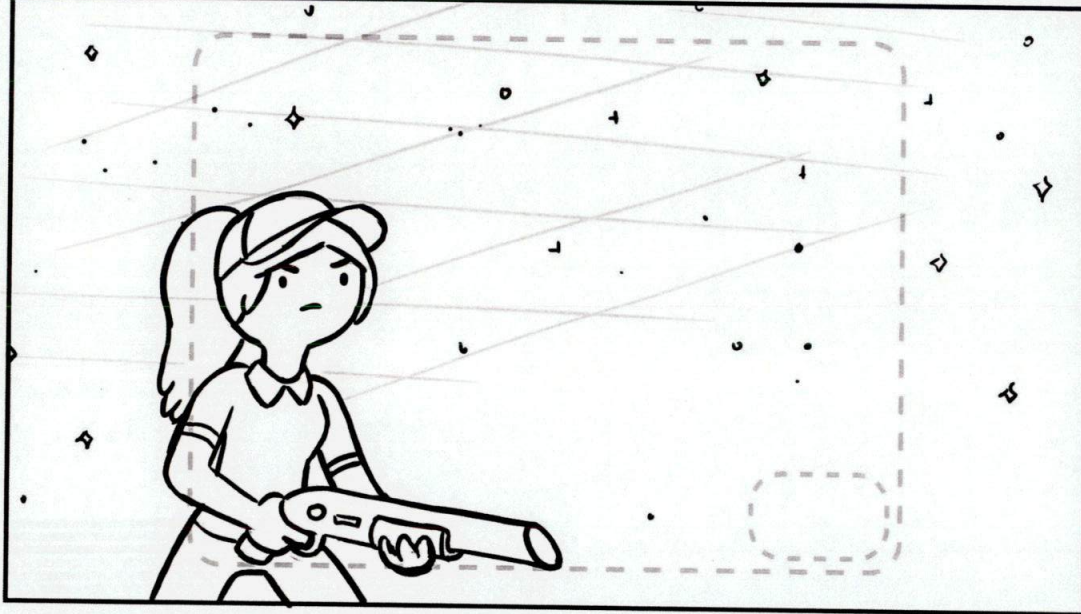
Production:

1034/208

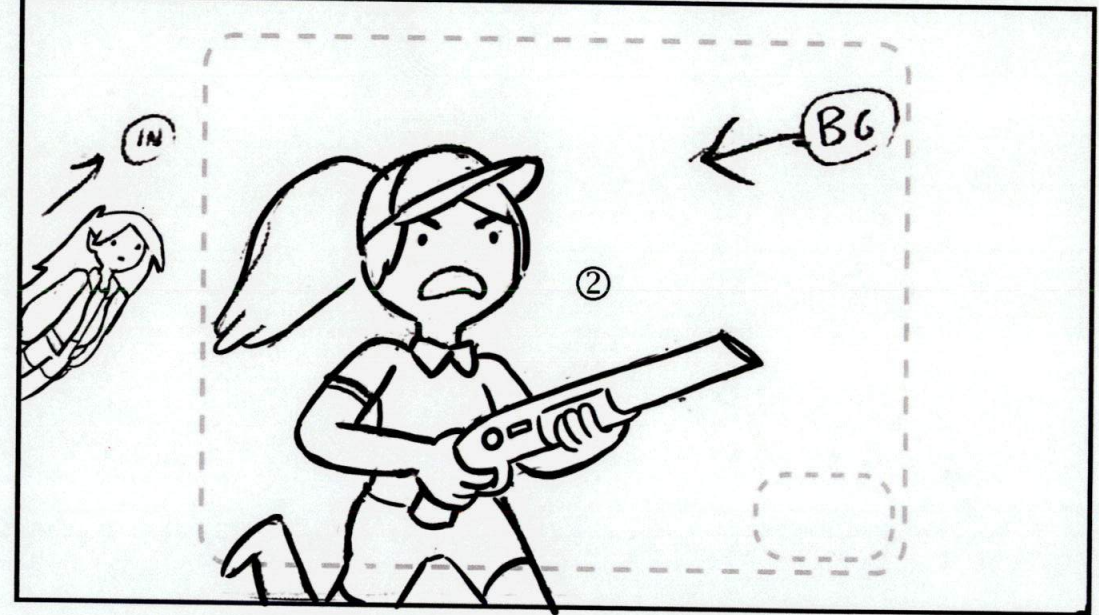
ADVENTURE TIME



Sc. 59 Pnl. A Bg. day night



Sc. 59 *cont* Pnl. B Bg. day night



Dialog:

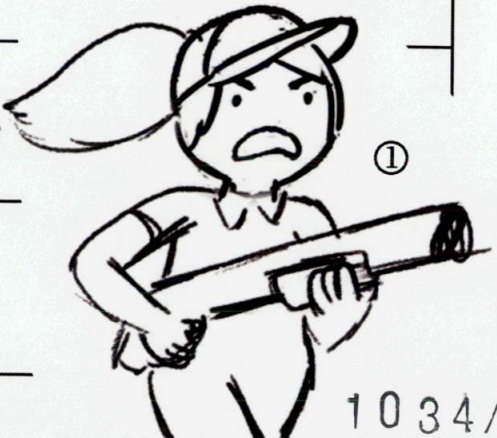
Action:

Timing:

PB: AFTER THEM!

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- PB RUNS
- M. FLIES ON/S.



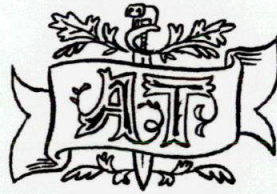
EPISODE # 1034-208

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Production:

1034/208

ADVENTURE TIME

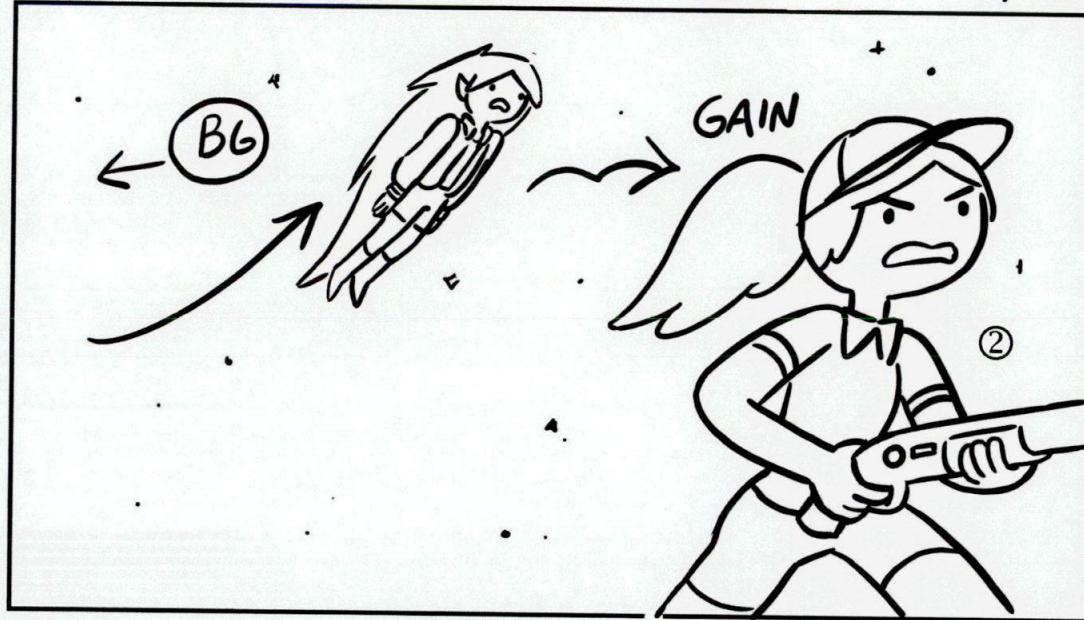


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Sc. 59 CONT Pnl. C

Bg.

day night

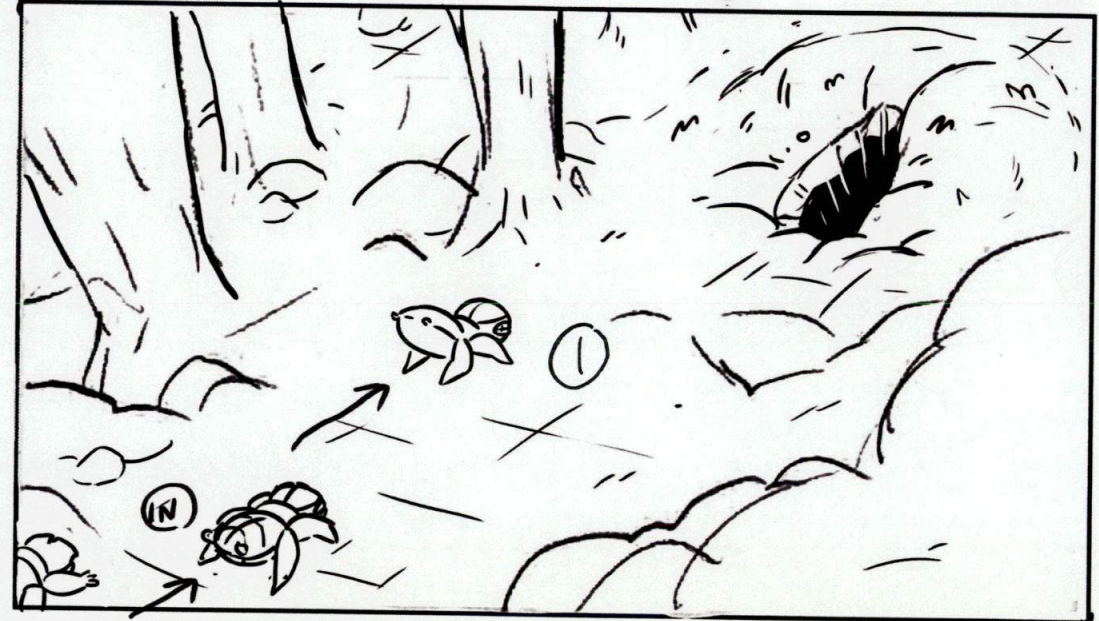


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Action:

-PB RUNS OFF.

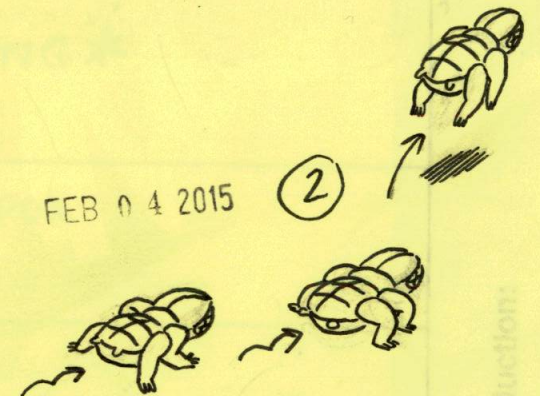
Timing:



SFX: * SKITTERING *

-VARMINTS HEAD FOR HOLE

FEB 04 2015



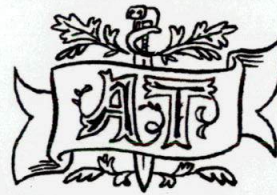
1034/208

1034/208

EPISODE # 1034-208

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ADVENTURE TIME

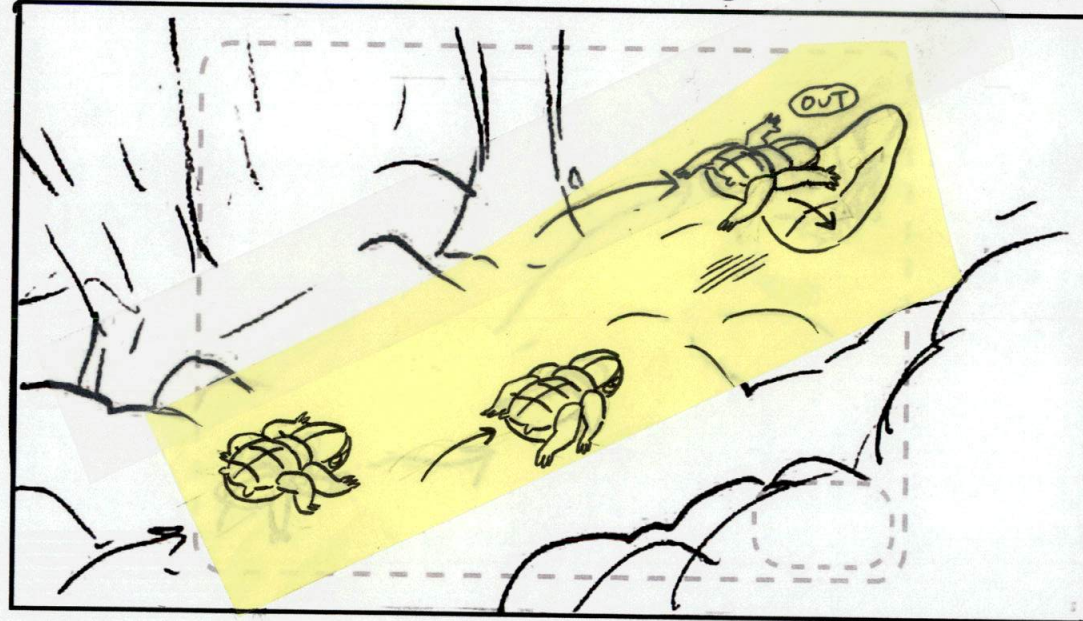


Page 83

Sc. 60 cont Pnl. B

Bg.

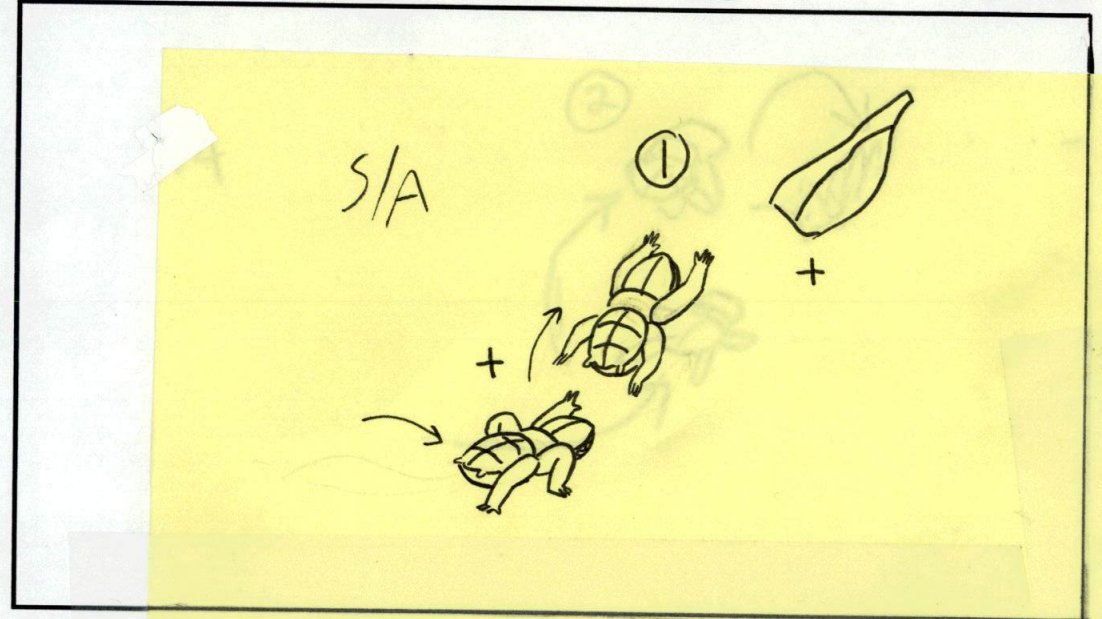
day night



Sc. 60 cont Pnl. C

Bg.

day night



Dialog:

SFX: * SKITTERING *

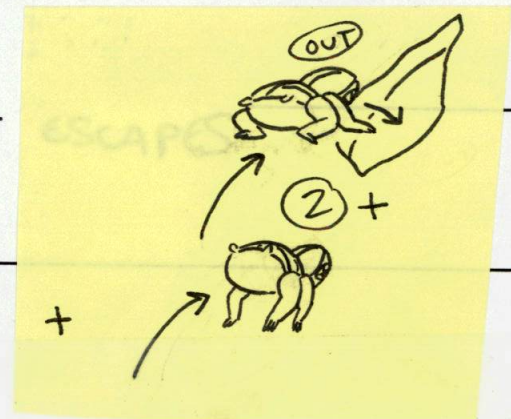
Action:

- 1st VARMINT ESCAPES

- 2ND VARMINT ESCAPES

Timing:

FEB 04 2015



EPISODE # 1034-208

1034/208

Production:

1034/208

1034/208

ADVENTURE TIME



Page 84

Sc. 61

Pnl. A

Bg.

day night



Sc. 61 ~~ONT~~ Pnl. B

Bg.

day night



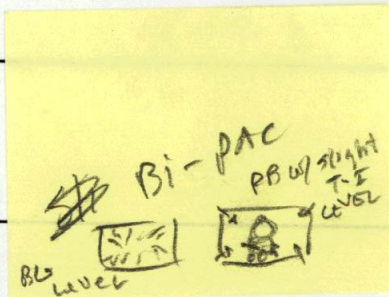
Dialog:

PB: VARMINT HOLE!!

FEB 04 2015

Action:

Timing:



↖ CYCLE ↗

EPISODE # 1034-208

1034/208

Production:

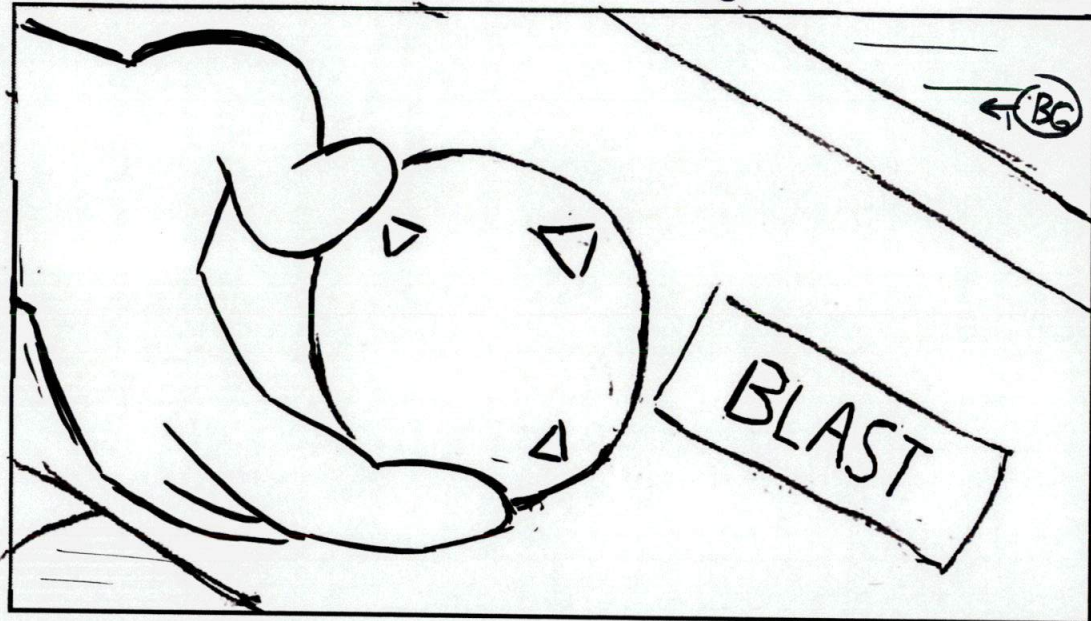
1034/208

ADVENTURE TIME

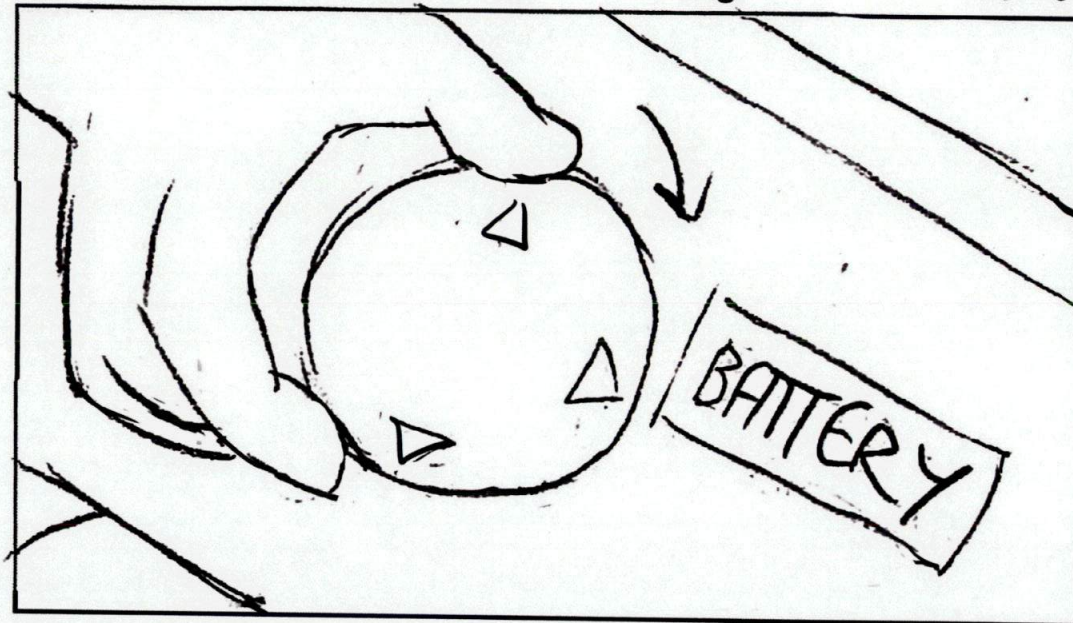


Page 85

Sc. 62 Pnl. A Bg. day night



Sc. 62 CONT Pnl. B Bg. day night



Dialog:

SFX: *CLICK*

FEB 04 2015

Action:

- C/U of VARMIN GUN.

- CU of DB SWITCHING
MODE TO "BATTERY" SETTING.

Timing:

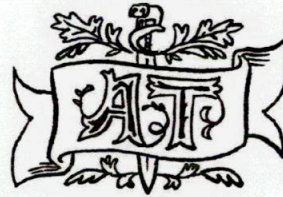
EPISODE # 1034-208

1034/208

Production:

1034/208

ADVENTURE TIME



Sc. 63

Pnl. A

Bg.

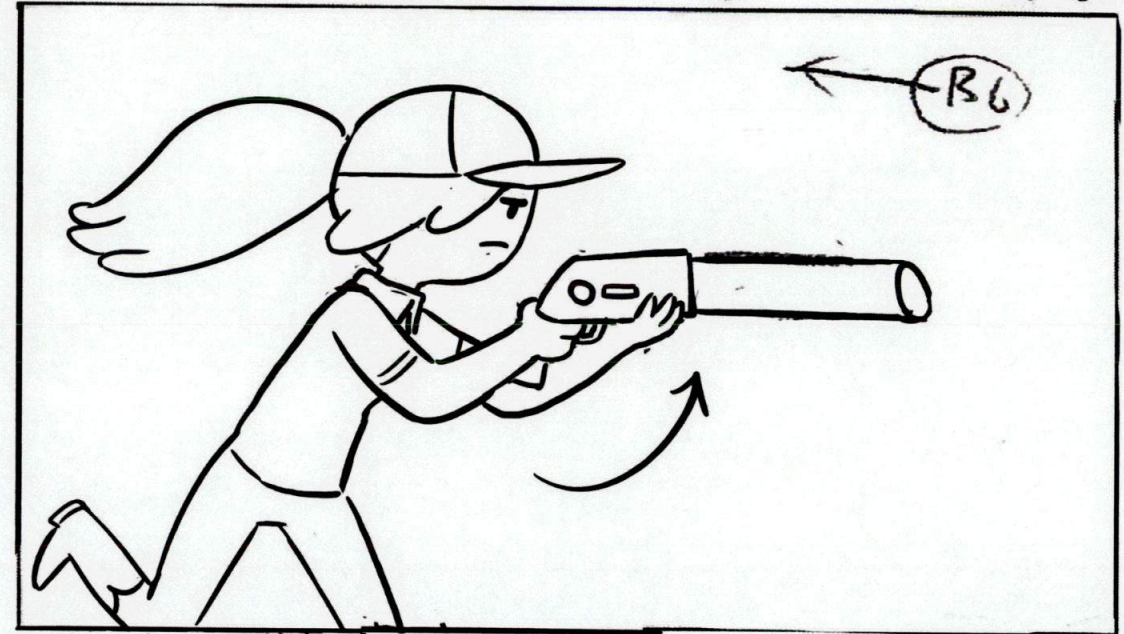
day night



Sc. 63 cont

Pnl. B

Bg.



Page 86
86A NEXT
day night

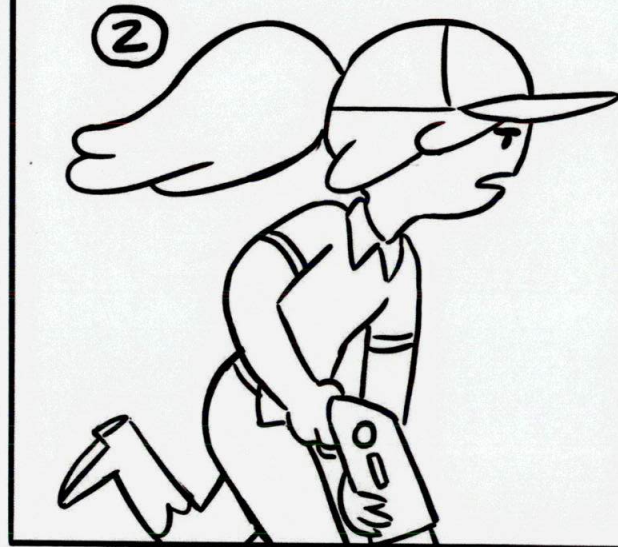
Dialog:

PB NUH-UH!

Action:

CYCLE
①, ② REPEAT.

Timing:



multiple pan levels

FEB 04 2015



EPISODE # 1034-208

1034/208

Production:

1034/208

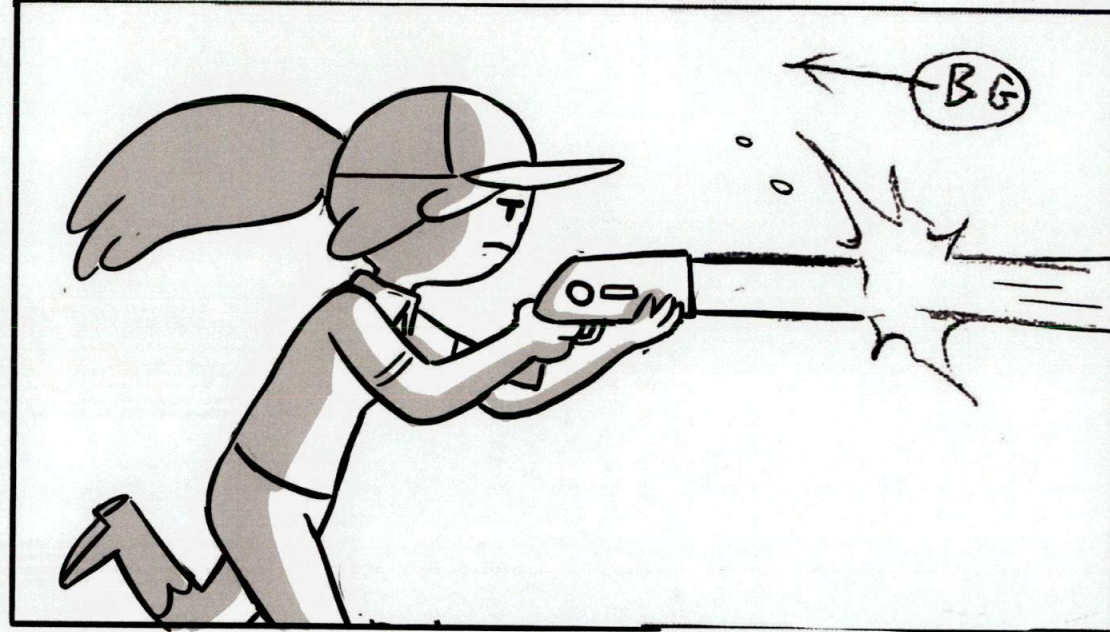
ADVENTURE TIME



Sc. 63 CONT Pnl. C

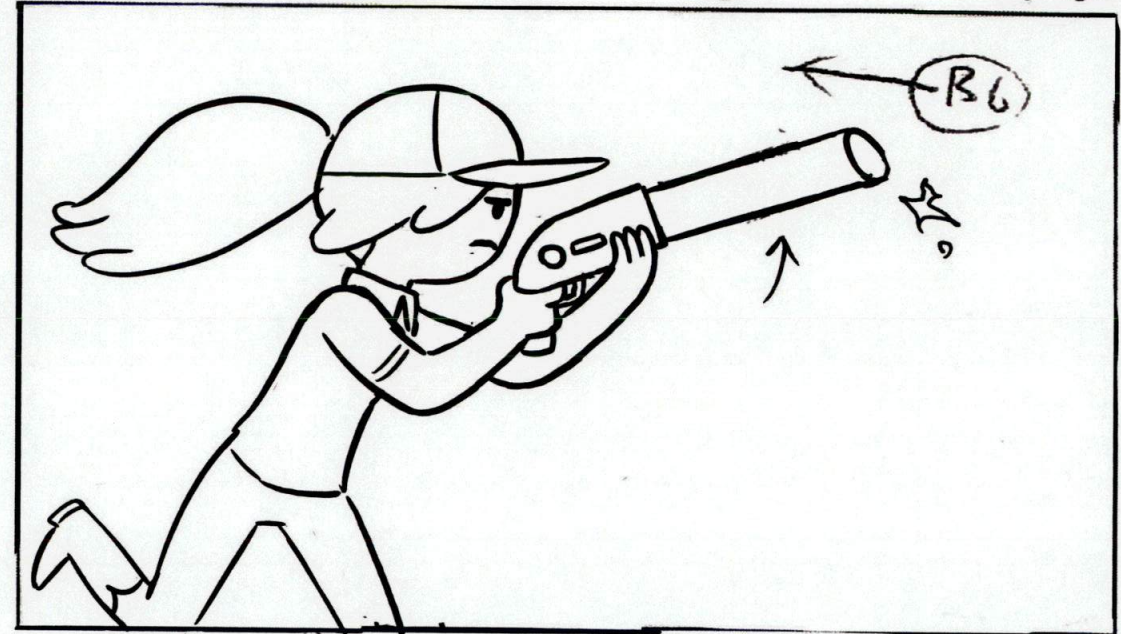
Bg.

day night



Sc. 63 CONT Pnl. D

Bg.



Page 86A
87 NEXT
day night

Dialog:

SFX: *BLAM*

FEB 04 2015

Action:

-PB FIRES BLAST.

Timing:

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1034/208

Production:

1034/208

ADVENTURE TIME



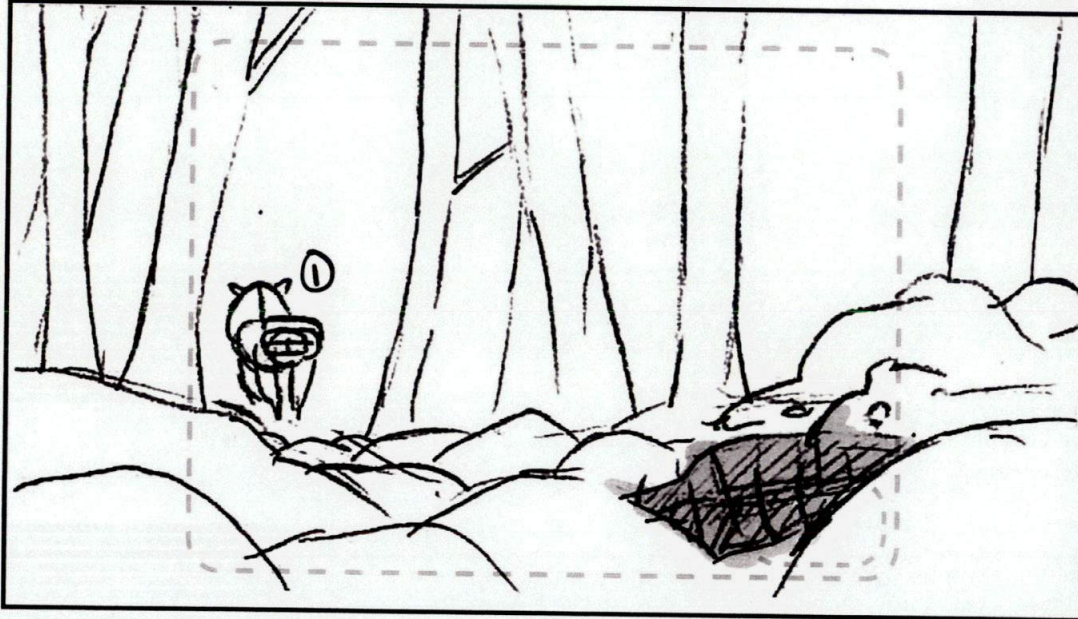
Page **87**

Sc. **64**

Pnl. **A**

Bg.

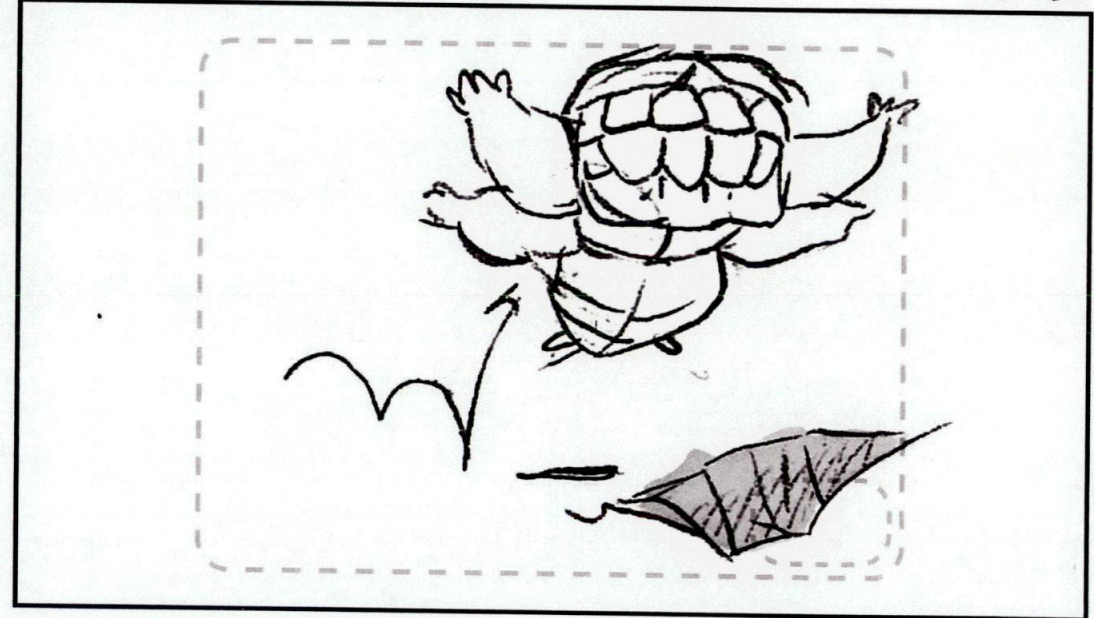
day night



Sc. **64 cont.** Pnl. **B**

Bg.

day night

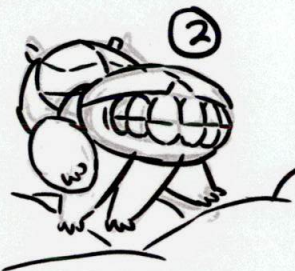


Dialog:

FEB 04 2015

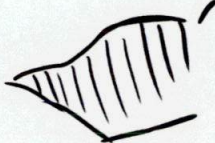
Action:

- GALLOPING VARMIN
HEADED TOWARDS HOLE



- LAST VARMIN DIVES GRACEFULLY
TOWARDS HOLE

Timing:



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Production:

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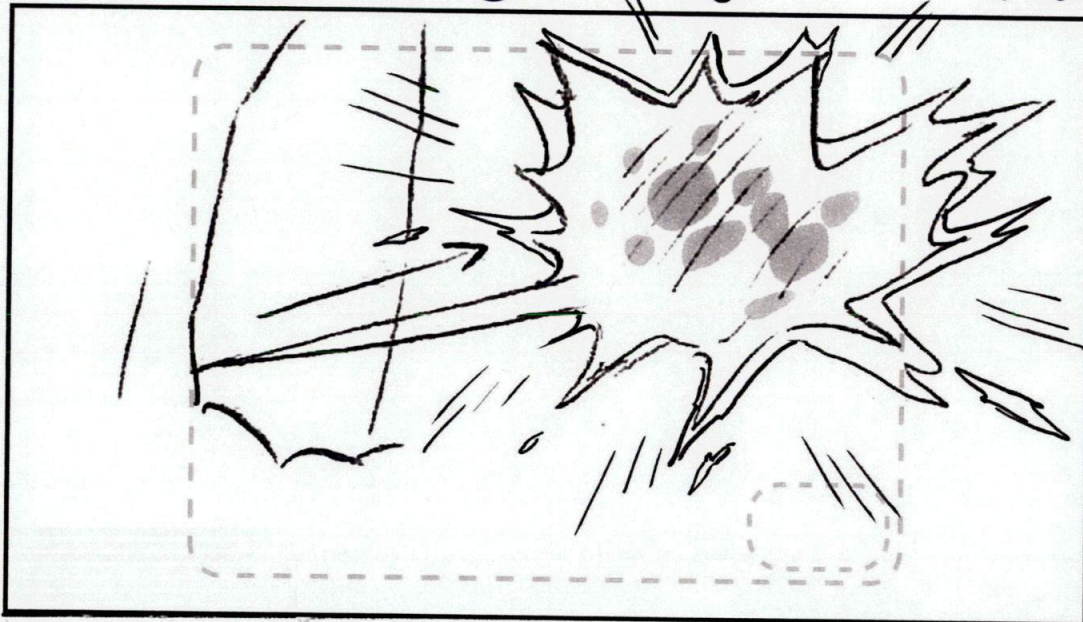
ADVENTURE TIME



Sc. 64 cont Pnl. C

Bg.

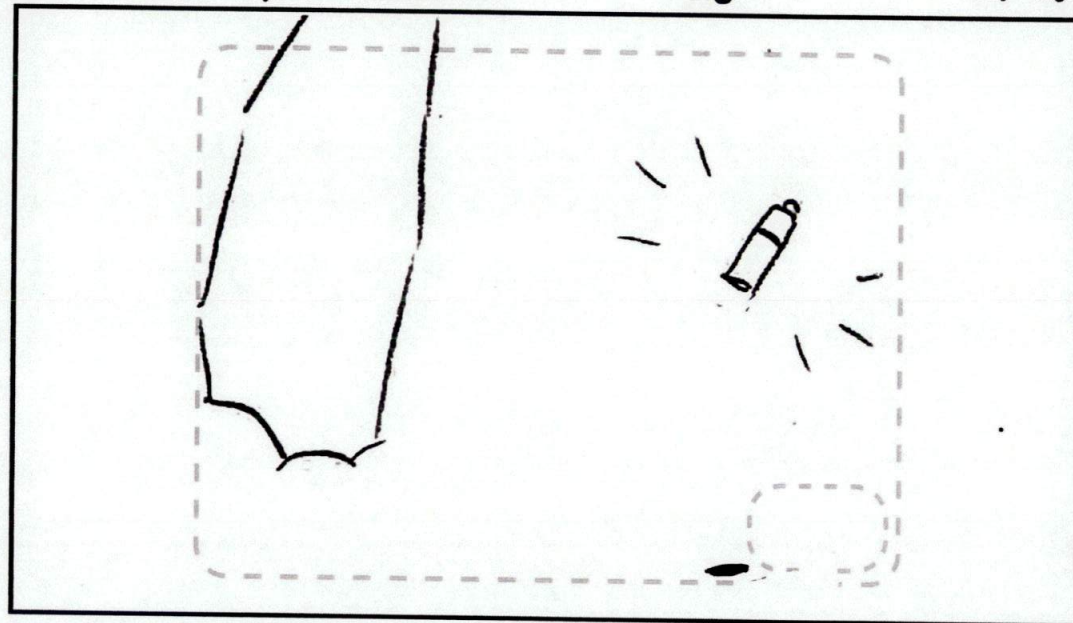
day night



Sc. 64 cont Pnl. D

Bg.

day night



Dialog:

SFX: ZAP*

Action:

- BLAST HITS
VARMINT MID AIR

SFX : ZZT*

- VARMINITS TURNS INTO
BATTERY.

Timing:

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ADVENTURE TIME

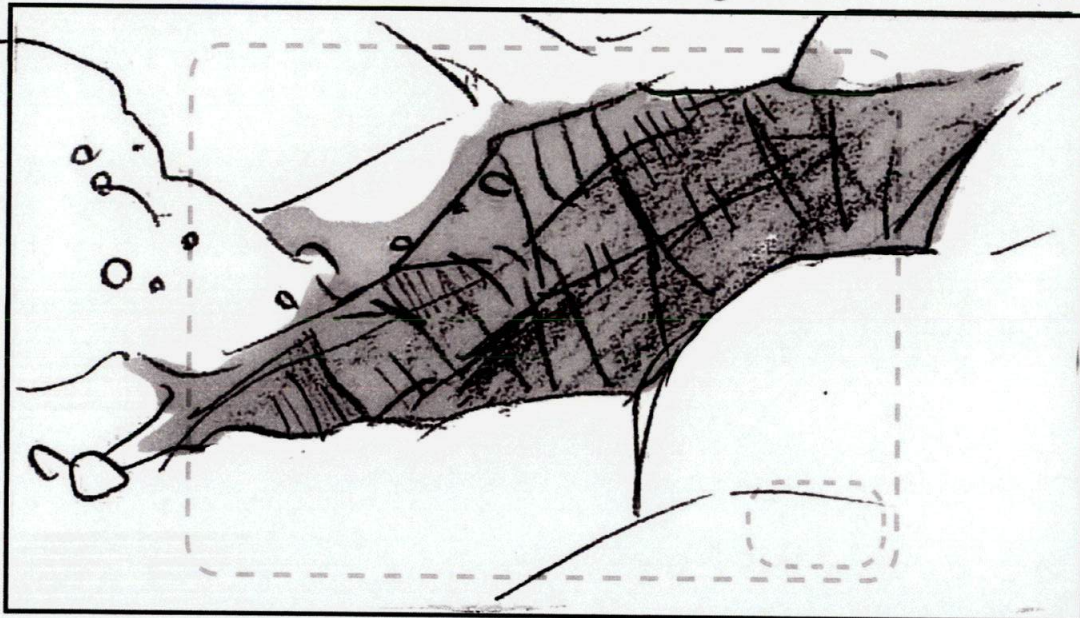


Sc. **65**

Pnl. **A**

Bg.

day night



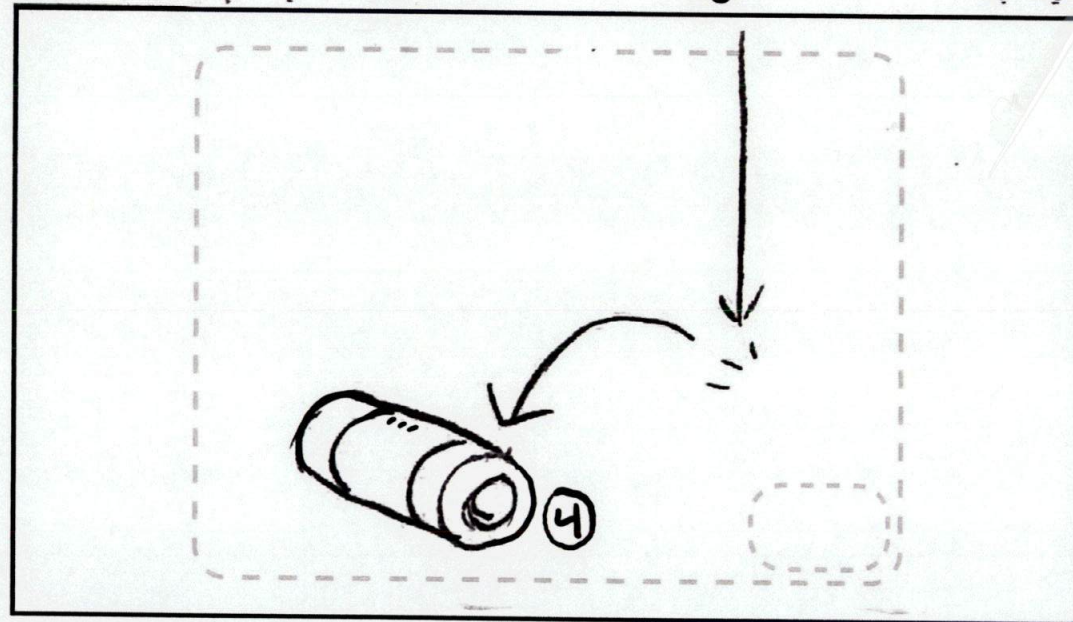
Sc. **65**

CONT

Pnl. **B**

Bg.

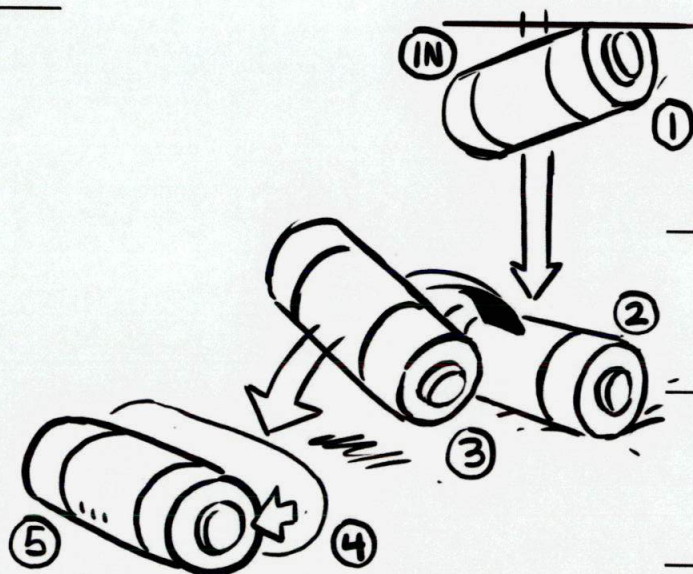
day night



Dialog:

Action:

Timing:



SFX: TINK-TNK

FEB 04 2015

- BATTERY DROPS
TO THE GROUND (NEXT TO HOLE)

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Production:

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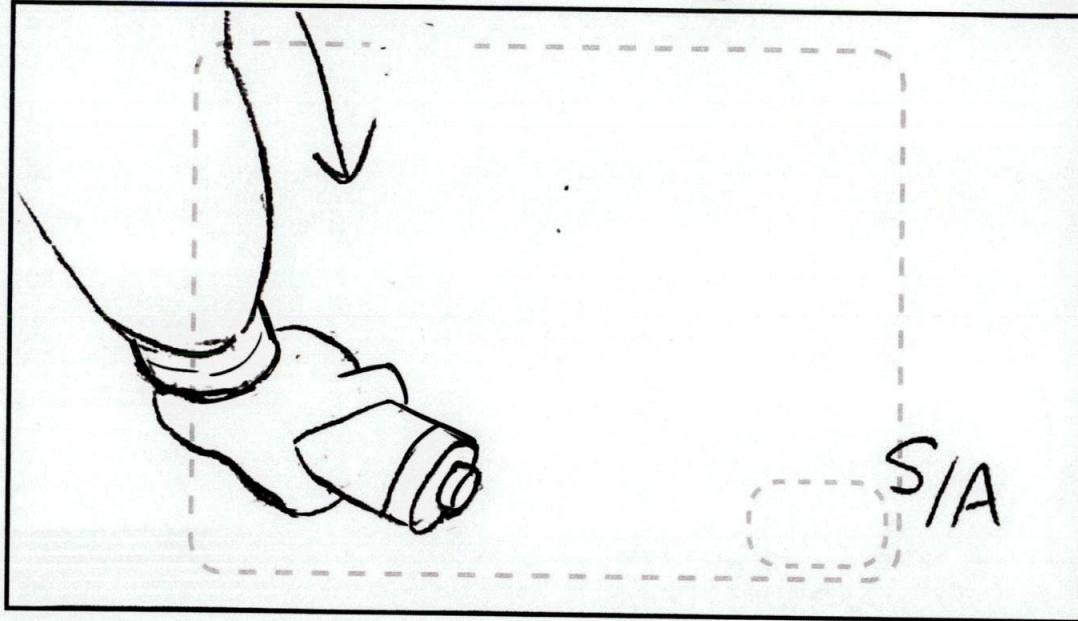
ADVENTURE TIME



Sc. 65 CONT Pnl. C

Bg.

day night

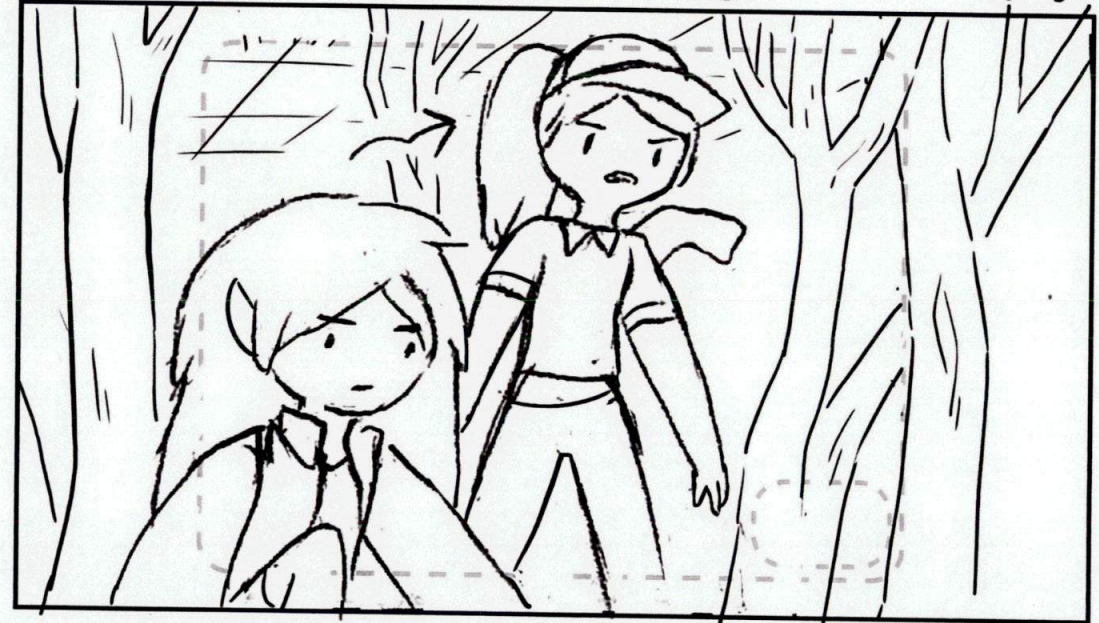


Sc. 66

Pnl. A

Bg.

day night

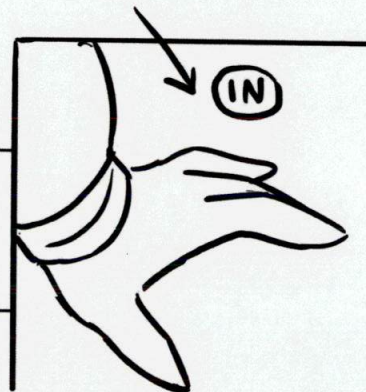


Dialog:

Action:

Timing:

-M. PICKS UP BATTERY.



SP

SA

PB/ A ding dang varmint hole.

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EPISODE #

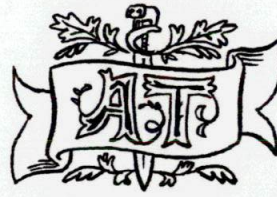
Production:

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1034/208

ADVENTURE TIME

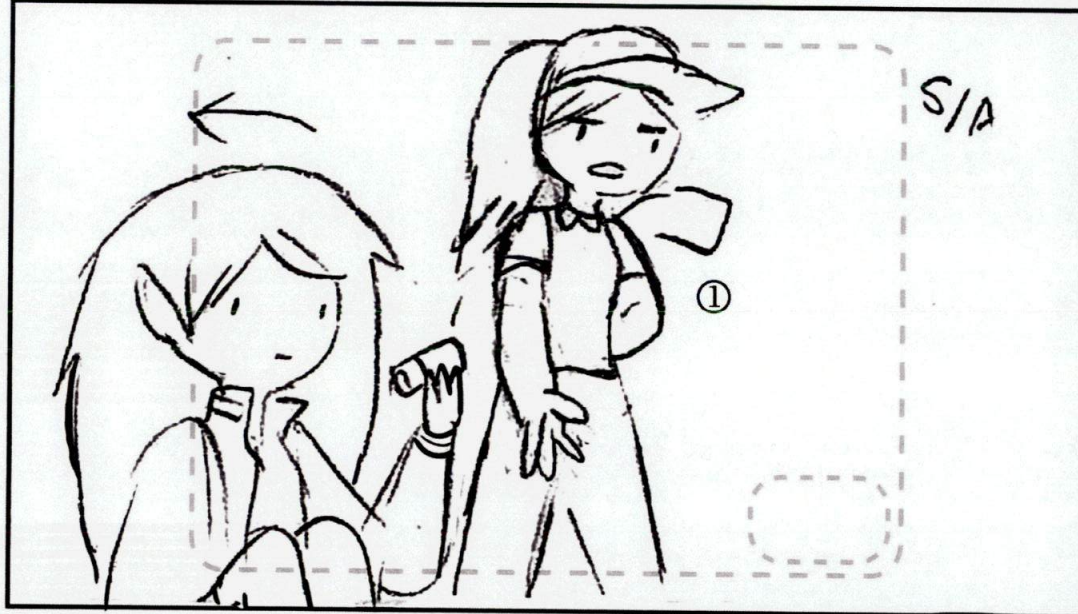


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Sc. 66 cont Pnl. B

Bg.

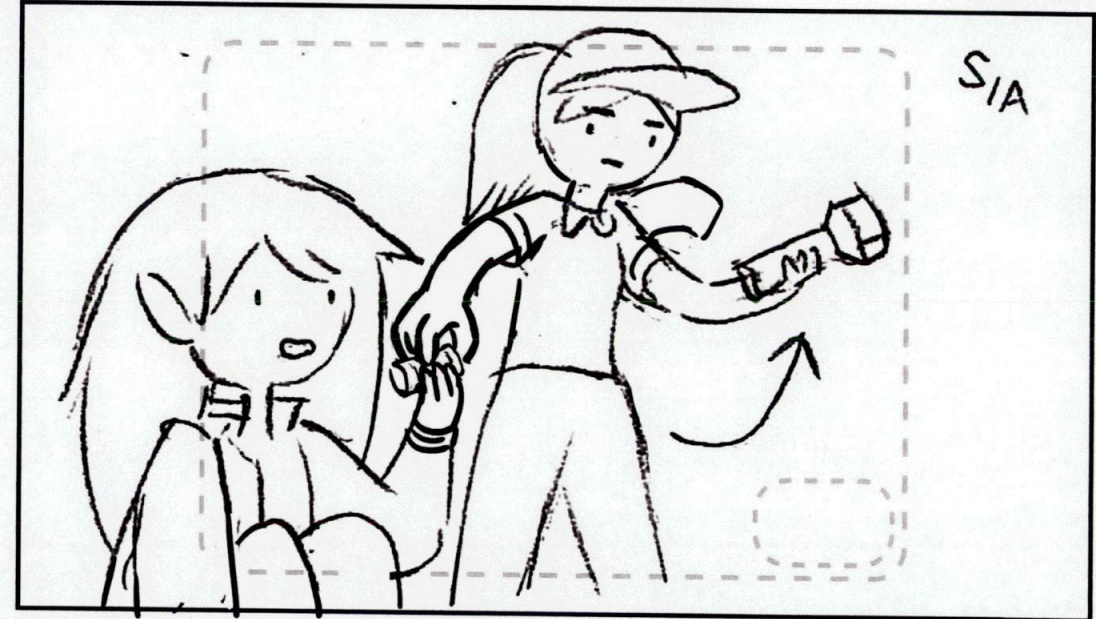
day night



Sc. 66 cont Pnl. C

Bg.

day night



Dialog:

PB/ I can't believe my sweeps didn't find it. UGH!

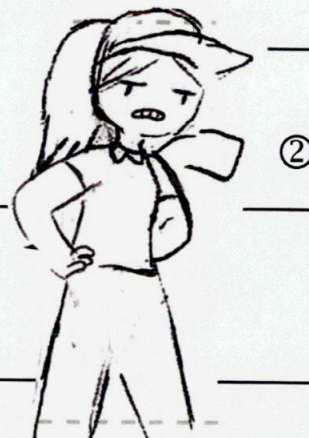
(BRIGHTLY)
M: WELL YOU FOUND IT NOW!

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Action:

-PB PULLS OUT FLASHLIGHT, GRABS BATTERY

Timing:



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Production:

1034/208

ADVENTURE TIME



Sc. 66 CONT

Pnl. D

Bg.

day night

Sc.

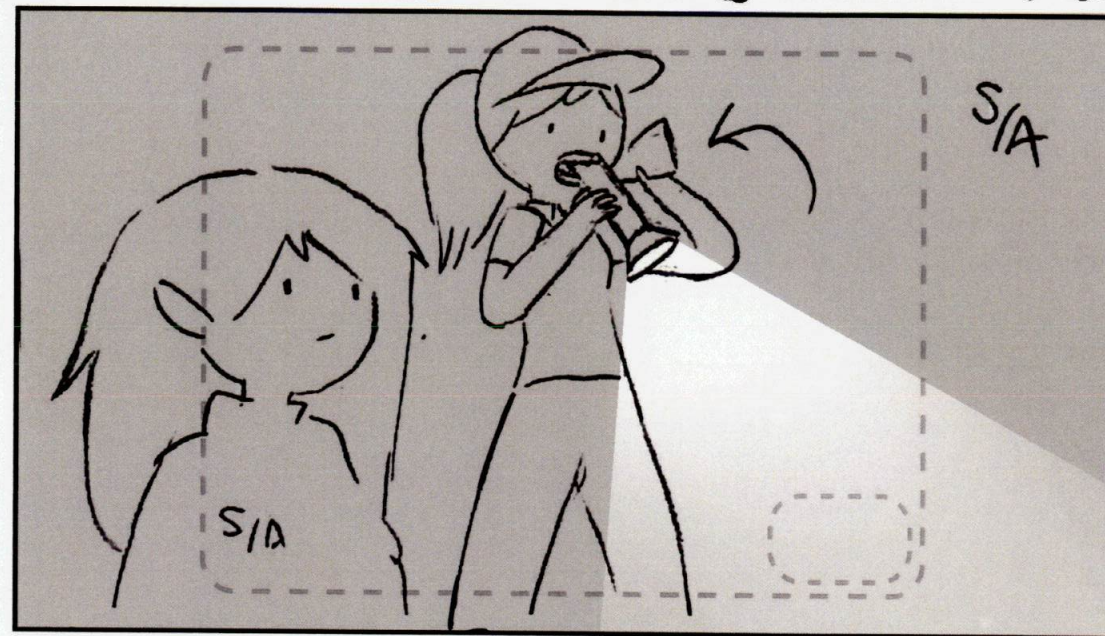
66 CONT

Pnl. E

Bg.

day night

Page 92



Dialog:

M/ So what next?

PB : (MOUTH FULL) Next?...

SFX : * CLK *

Action:

- PB POPS BATTERY IN FLASHLIGHT

- PB HOLDS FLASHLIGHT IN MOUTH

FEB 04 2015

Timing:

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Production:

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ADVENTURE TIME

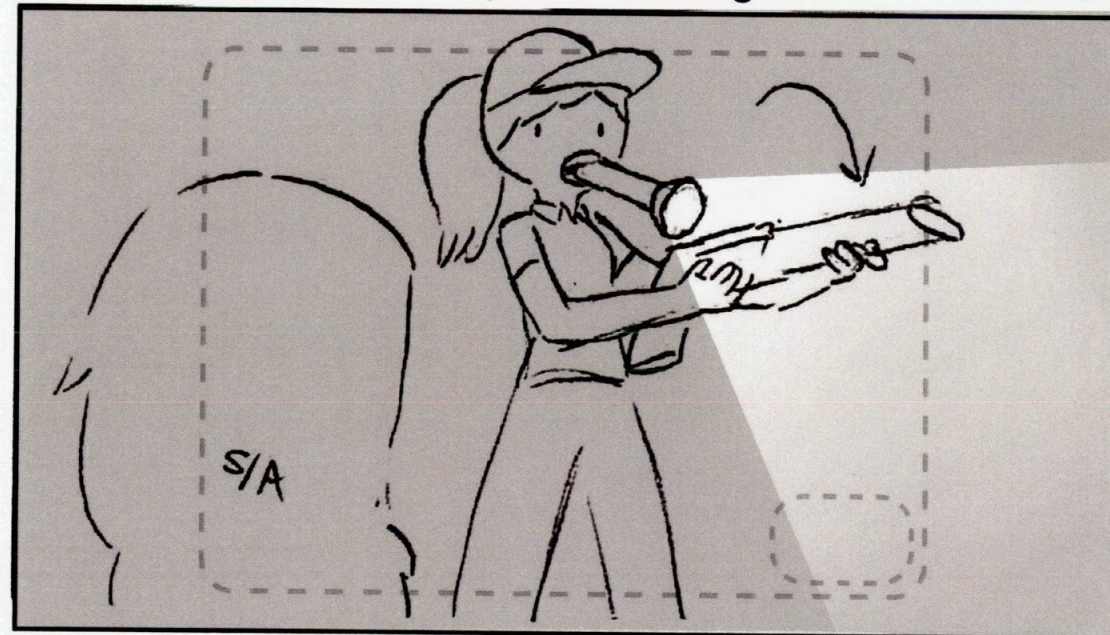


Sc. 66 *cont*

Pnl. F

Bg.

day night

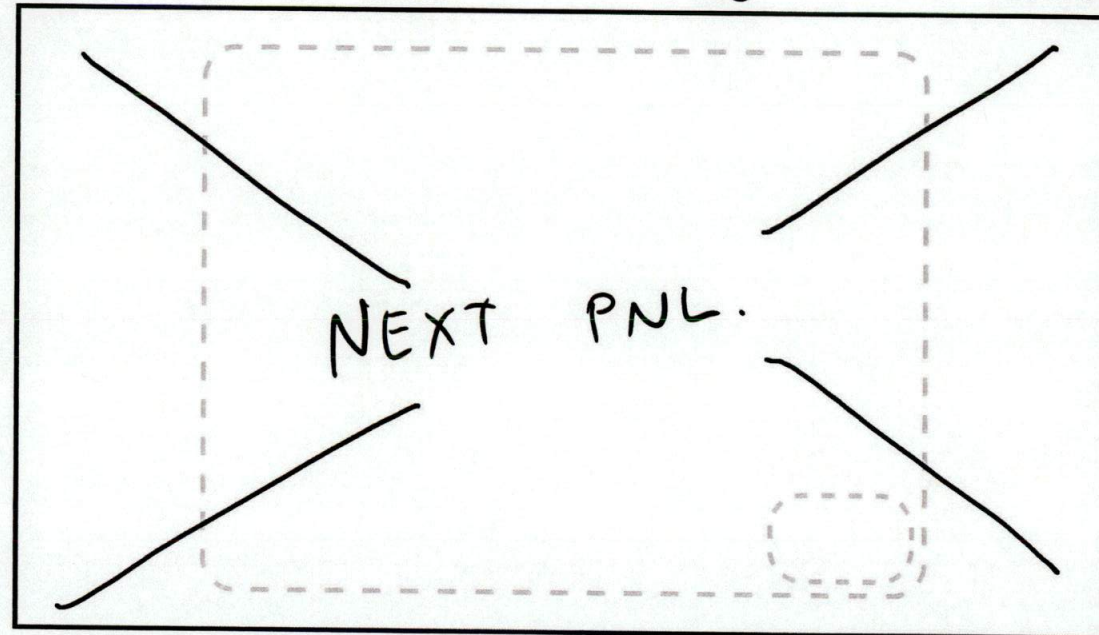


Sc.

Pnl.

Bg.

day night



Dialog:

PB: (MOUTHFULL) WE DIG

Action:

- PB PULLS OUT VARMIN'T GUN,

Timing:

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Production:

EPISODE #

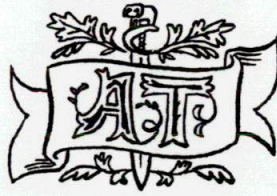
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ADVENTURE TIME

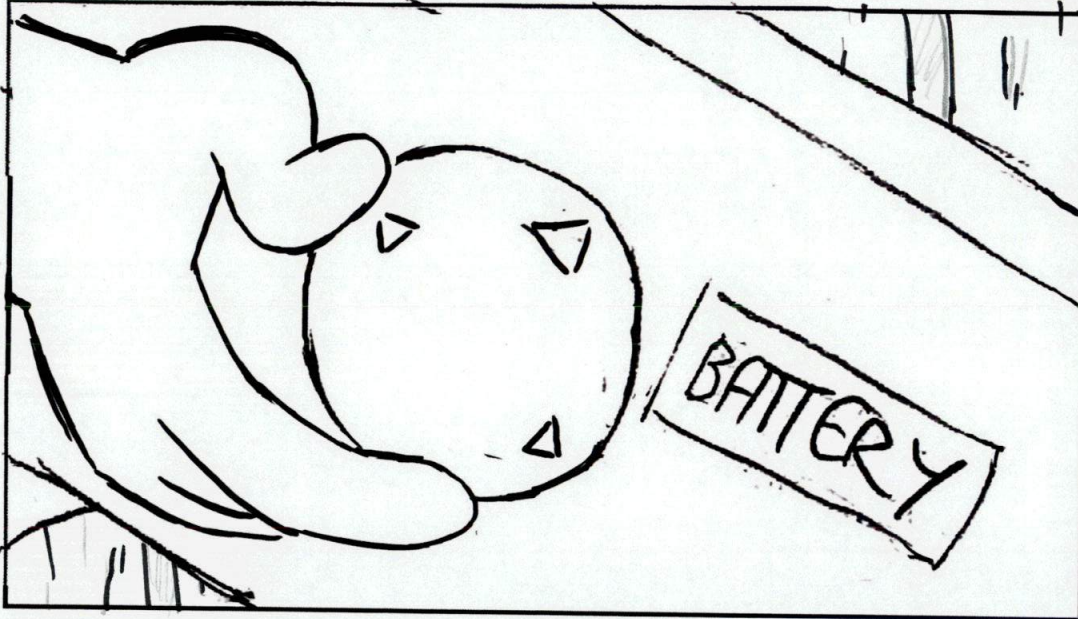


Sc. 67

Pnl. A

Bg.

day night

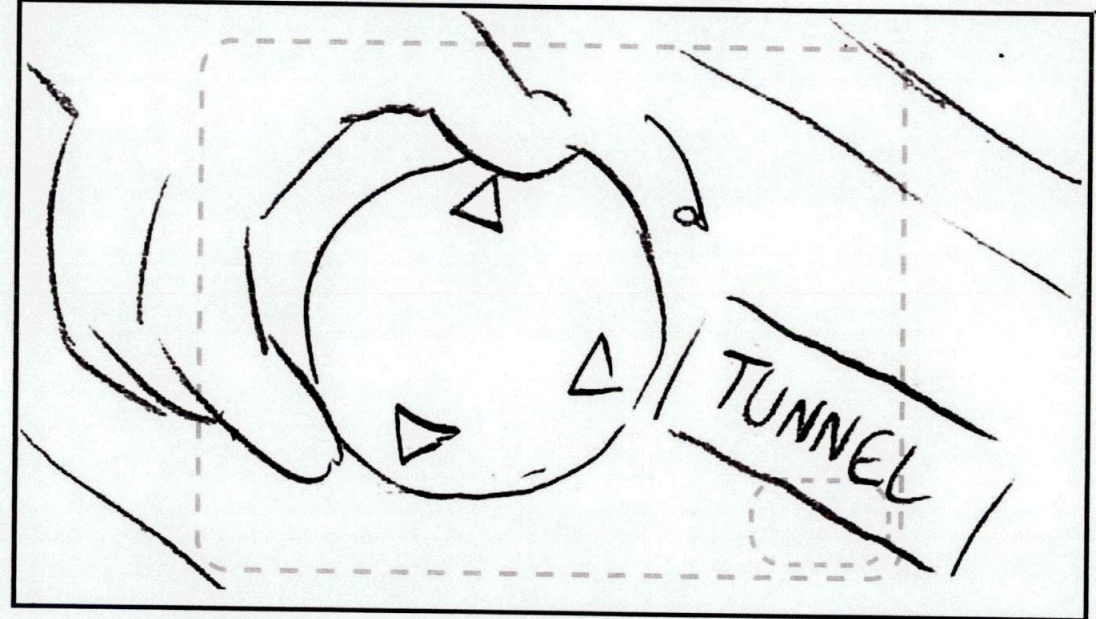


Sc. 67 cont

Pnl. B

Bg.

day night



Dialog:

SFX: *CHK*

Action:

-PB SETS VARMIN'T GUN TO
'TUNNEL' MODE.

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Timing:

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ADVENTURE TIME



Sc. 68

Pnl. A

Bg.

day night

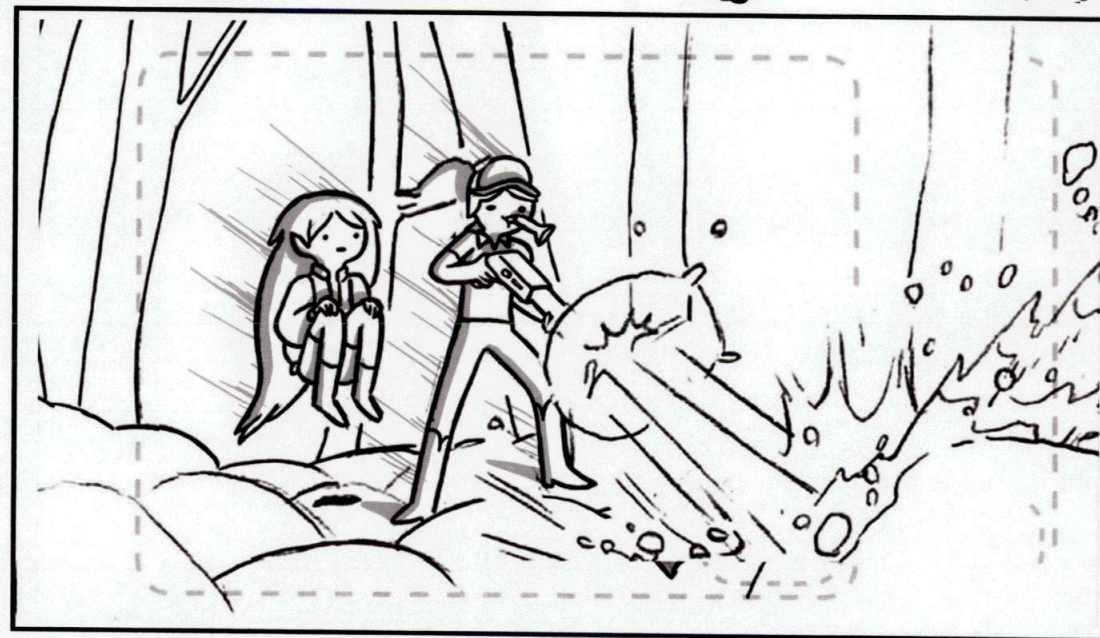


Sc. 68 cont

Pnl. B

Bg.

Page 95
95A NEXT
day night



Dialog:

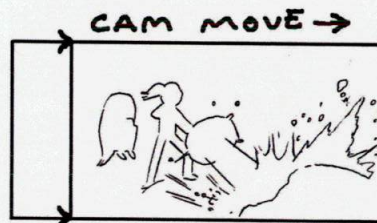
SFX: *BOOOM!!*

Action:

- DIGGING BEAM CUTS INTO EARTH

FEB 04 2015

Timing:



Production:

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1034/208

ADVENTURE TIME

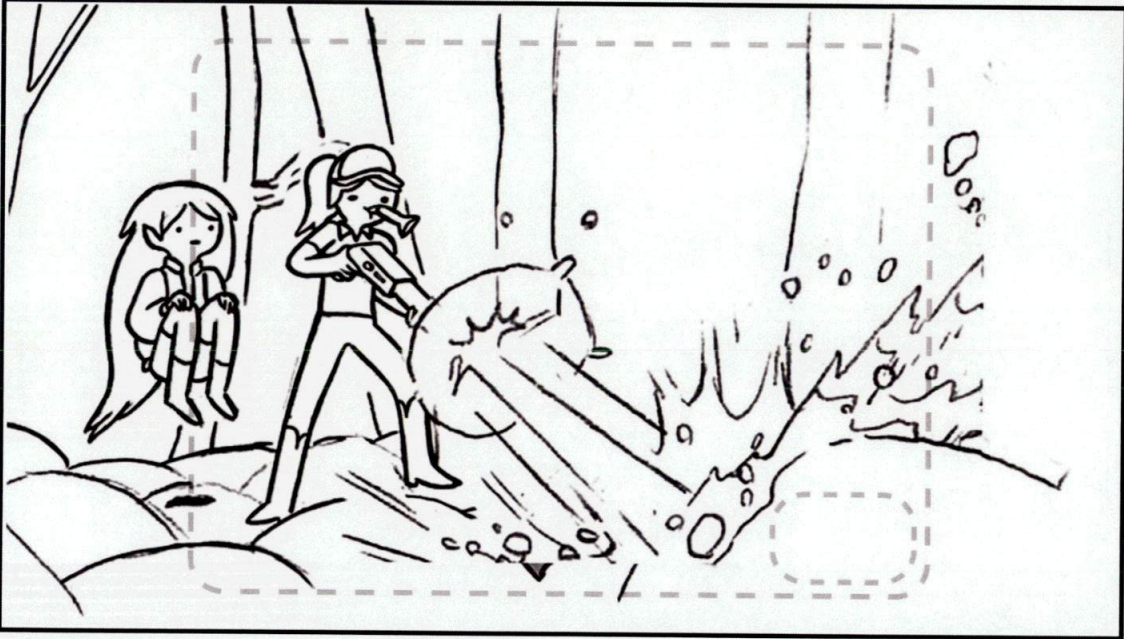


Sc. 68 *CONT*

Pnl. C

Bg.

day night

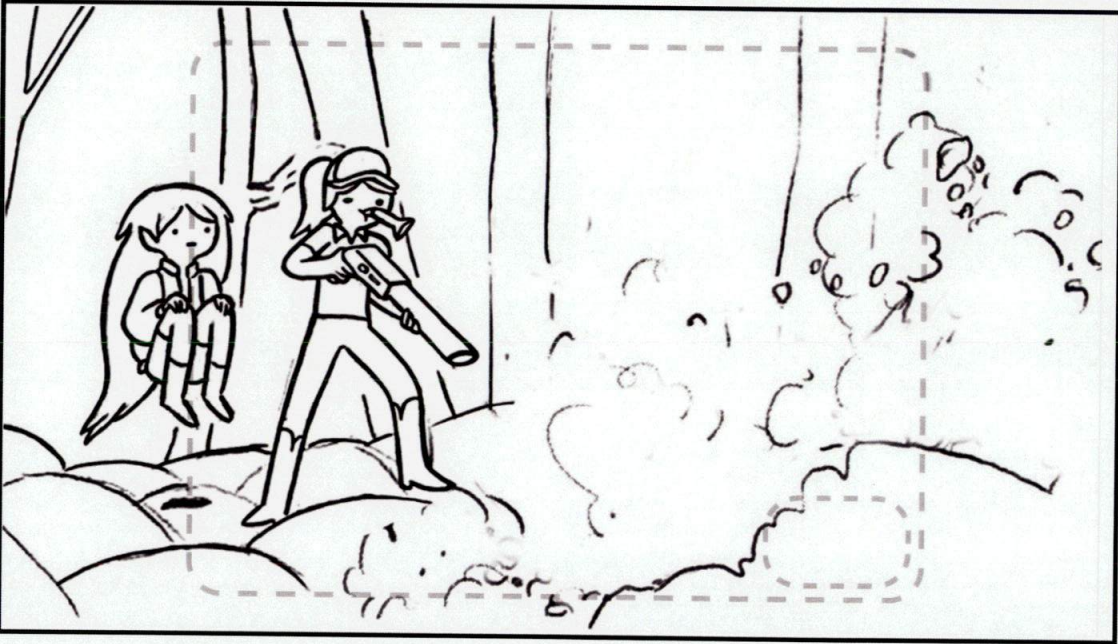


Sc. 68 *CONT*

Pnl. D

Bg.

day night



Page 95A
96A NEXT
day night

Dialog:

Action:

Timing:

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Production:

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ADVENTURE TIME

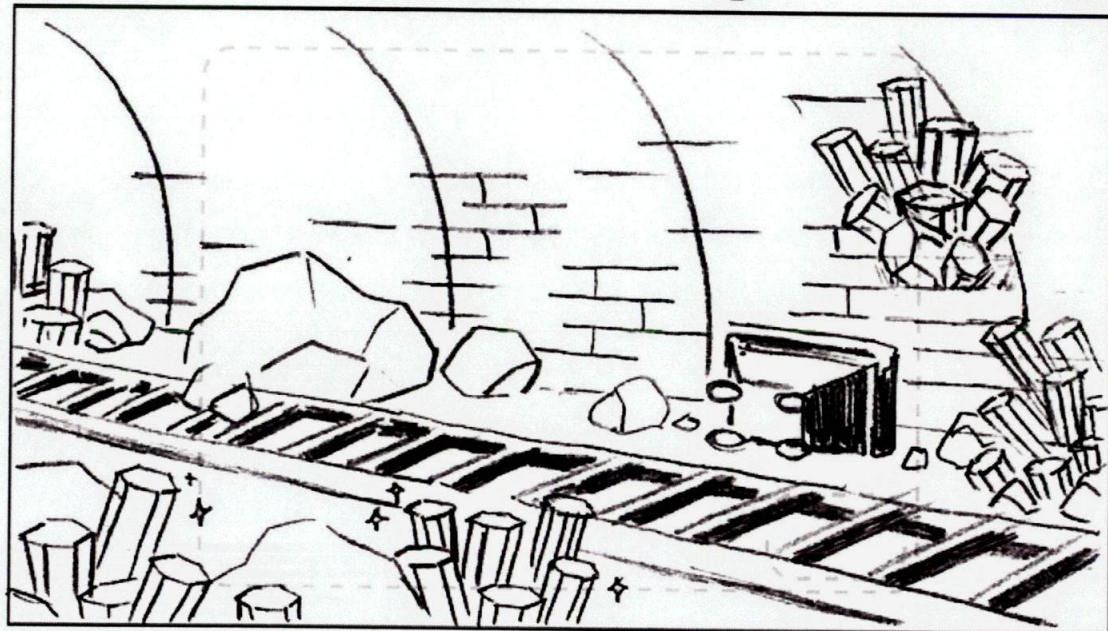


Sc. 68A

Pnl. A

Bg.

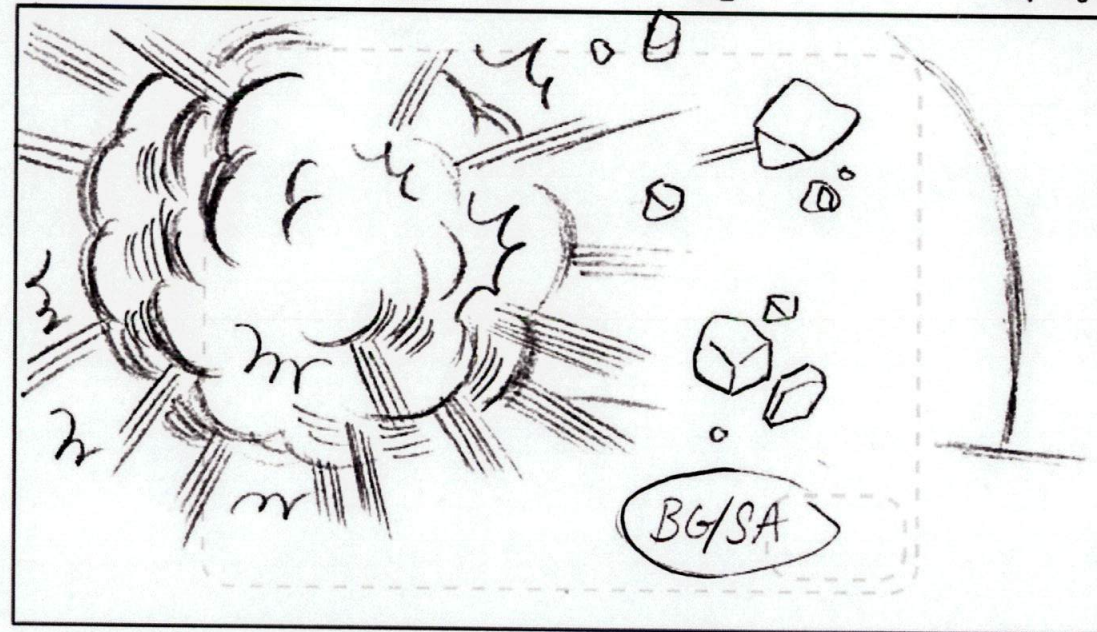
day night



Sc. 68A *cont*

Pnl. B

Bg.



Page 96A
97NEXT
day night

Dialog:

SFX: * **BOOOOM!** *

Action:

- INT. ROCK CANDY TUNNELS.

- TUNNEL WALL EXPLODES.

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Timing:

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Production :

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ADVENTURE TIME

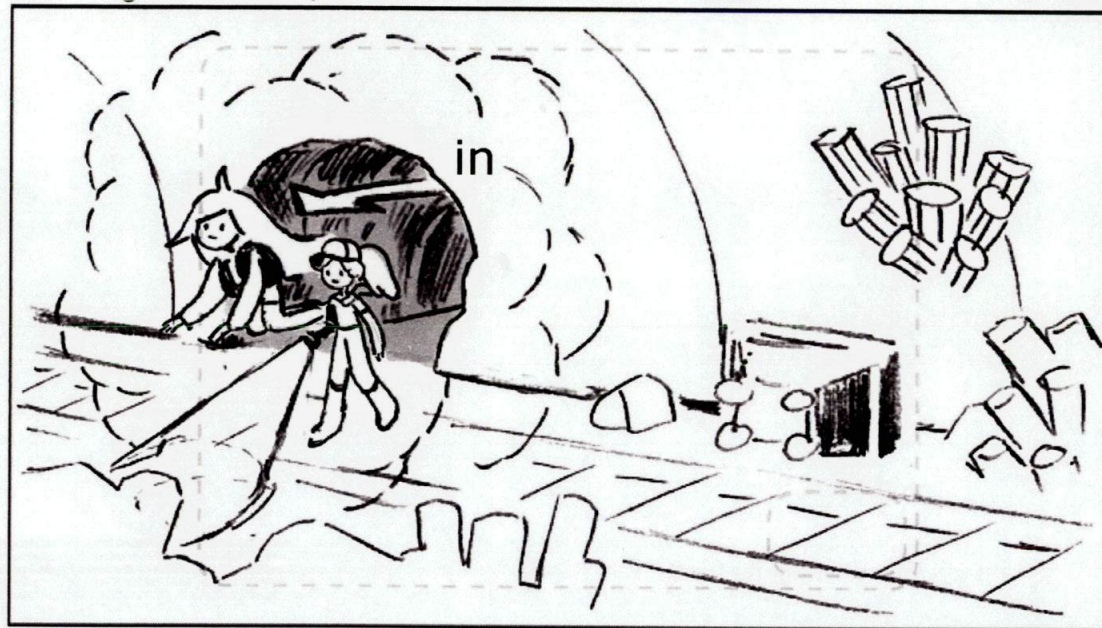


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Sc. 68A *cont* Pnl. C

Bg.

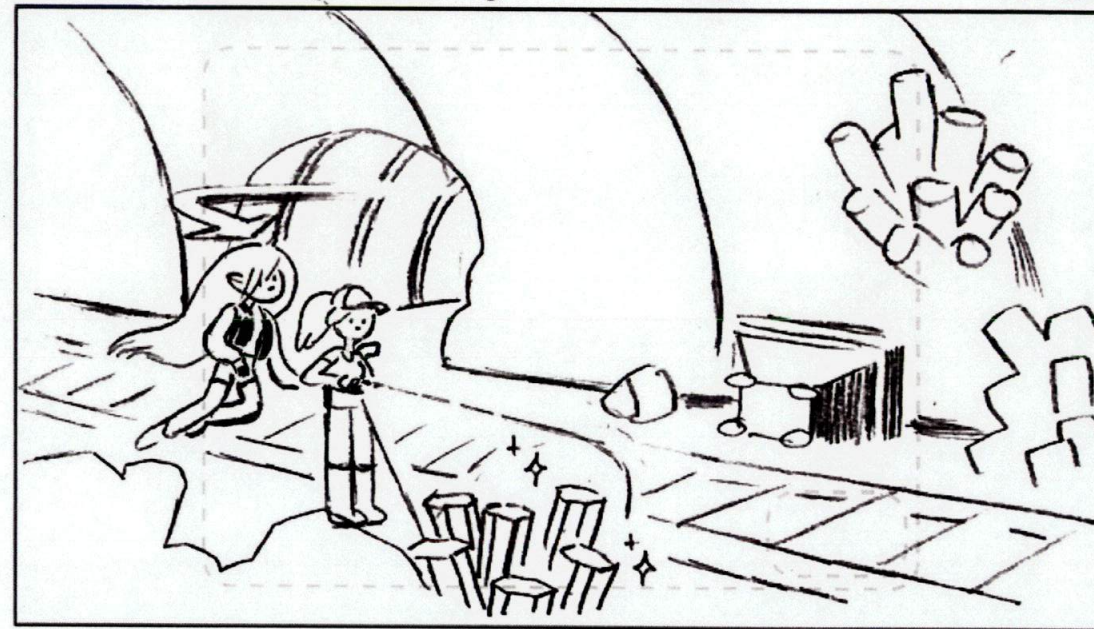
day night



Sc. 68A *cont* Pnl. D

Bg.

day night



Dialog:

Action:

-DUST CLOUD CLEARS AS
PB + MARCELINE WALK IN.

- PB + M. ROUND THE CORNER.

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Timing:

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Production :

1034/208

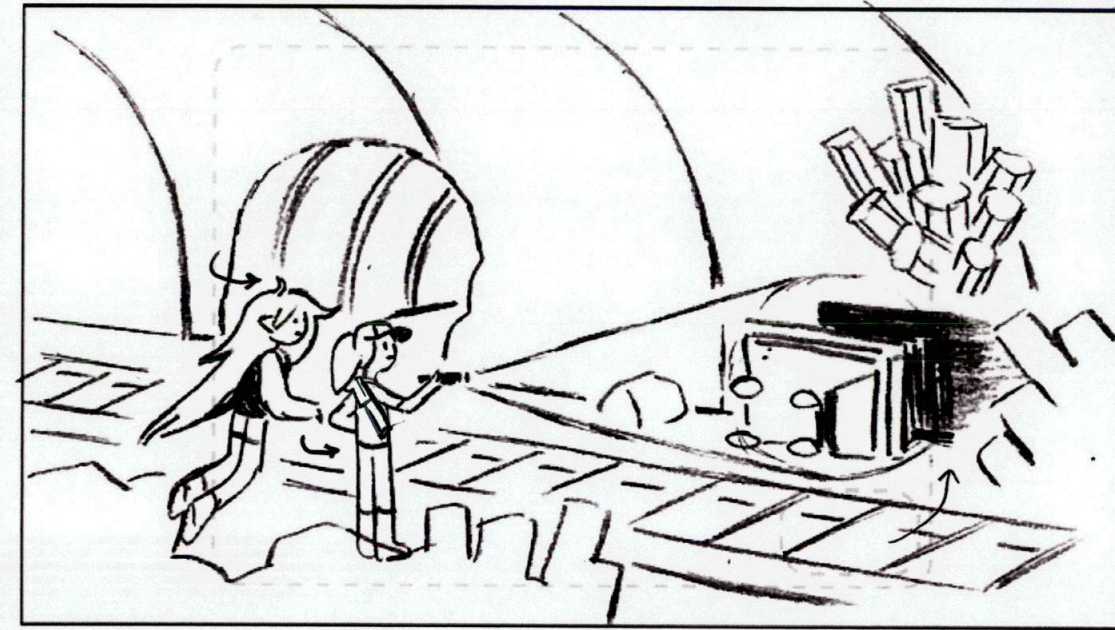
ADVENTURE TIME



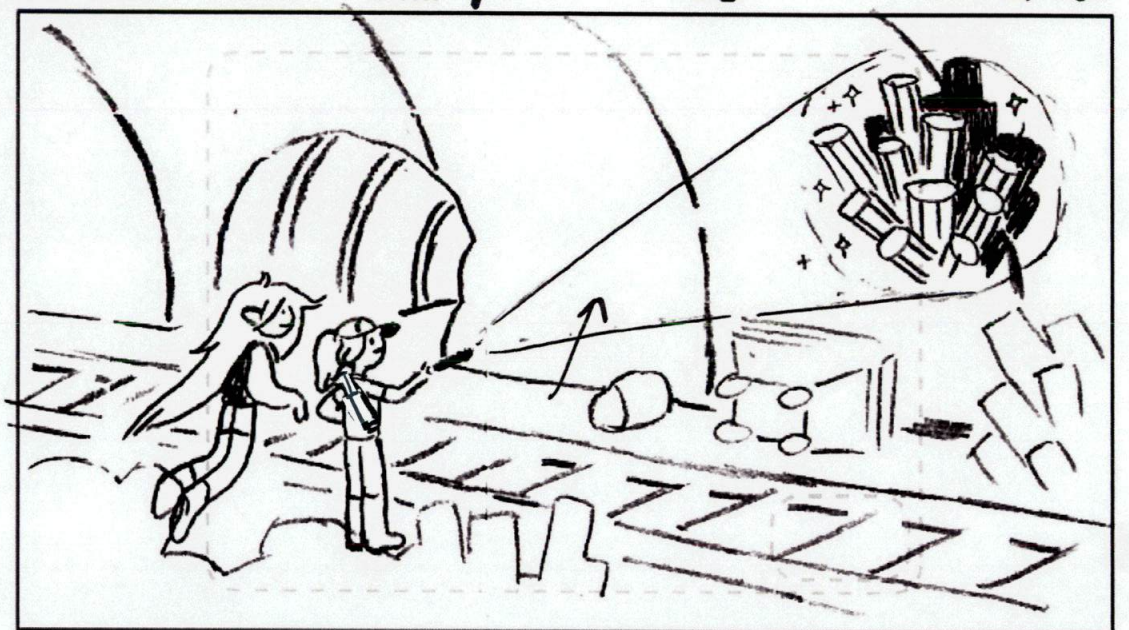
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Page

Sc. 68A *cont* Pnl. *E* Bg. day night



Sc. 68A *cont* Pnl. *F* Bg. day night



Dialog:	
(PB) HMMM....	
Action:	PB SWEEPS FLASHLIGHT TO MINE CART
	- PB SWEEPS FLASHLIGHT UP TO CRYSTALS.
Timing:	FEB 04 2015

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ADVENTURE TIME



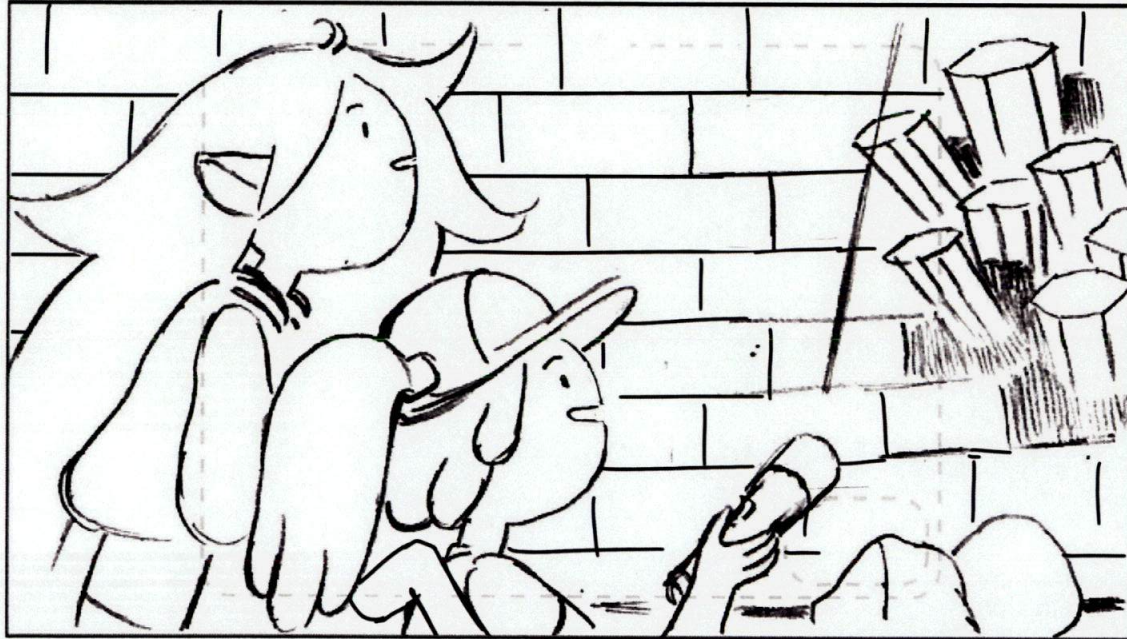
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Sc. **69**

Pnl. **A**

Bg.

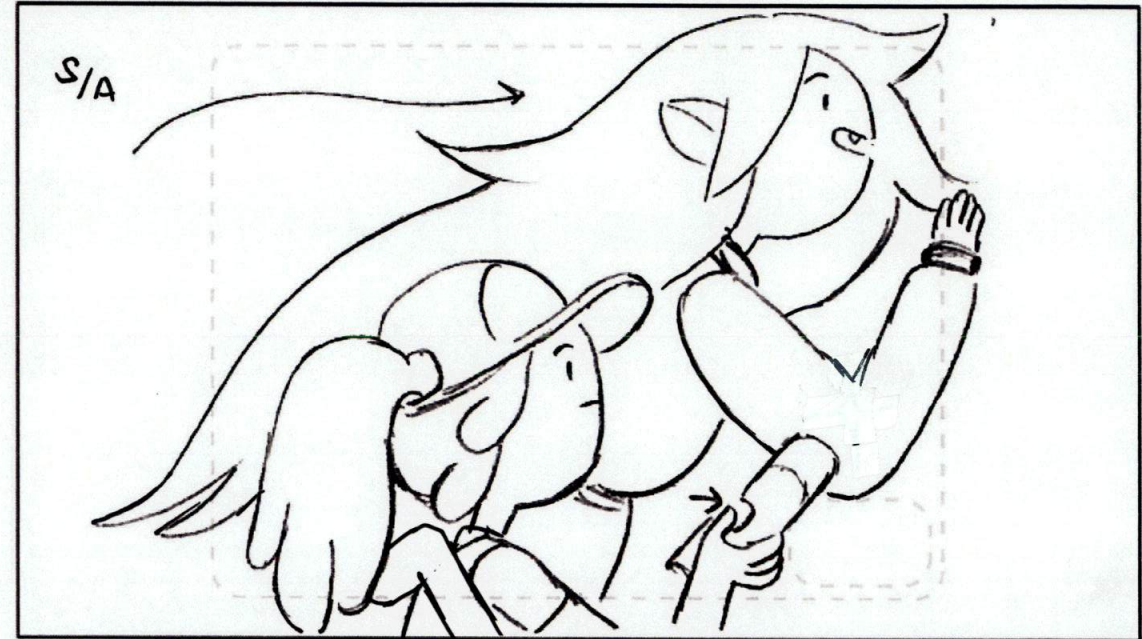
day night



Sc. **69 cont** Pnl. **B**

Bg.

day night



Dialog: **PB** THIS LOOKS LIKE A DELIVERY TUNNEL
FROM THE OLD ROCK-CANDY MINES.

M Hah. The Rock-Candy Mines!

Sfx: * CLICK *

Action:

- PB FLASHLIGHT OFF
- M FLOATS FORWARD

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Timing:

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Production :

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ADVENTURE TIME

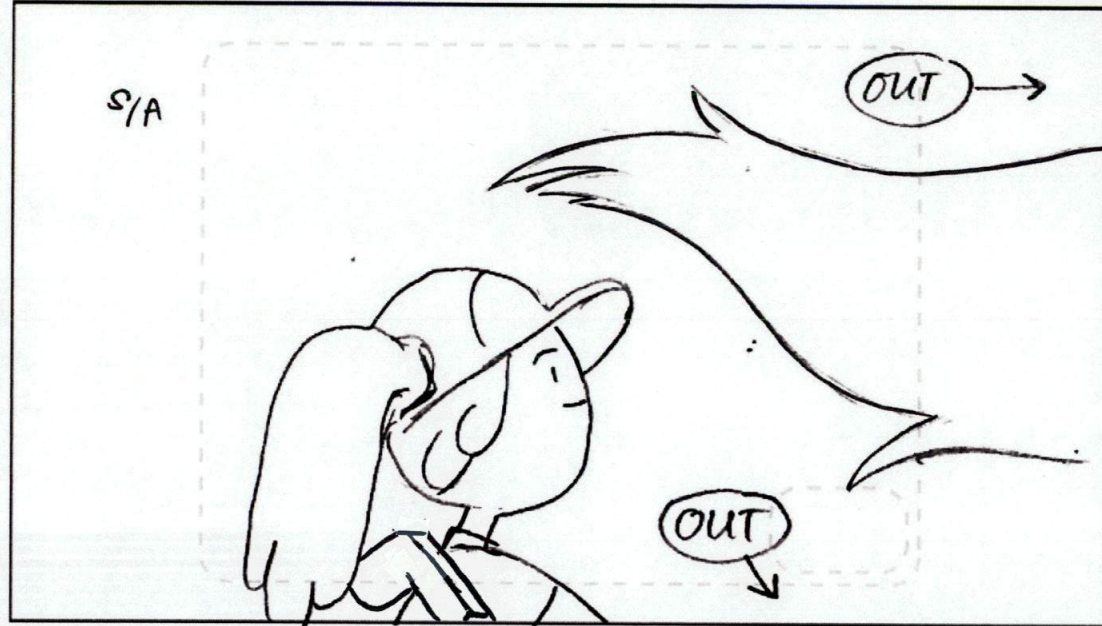


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Sc. 69 CONT Pnl. C

Bg.

day night

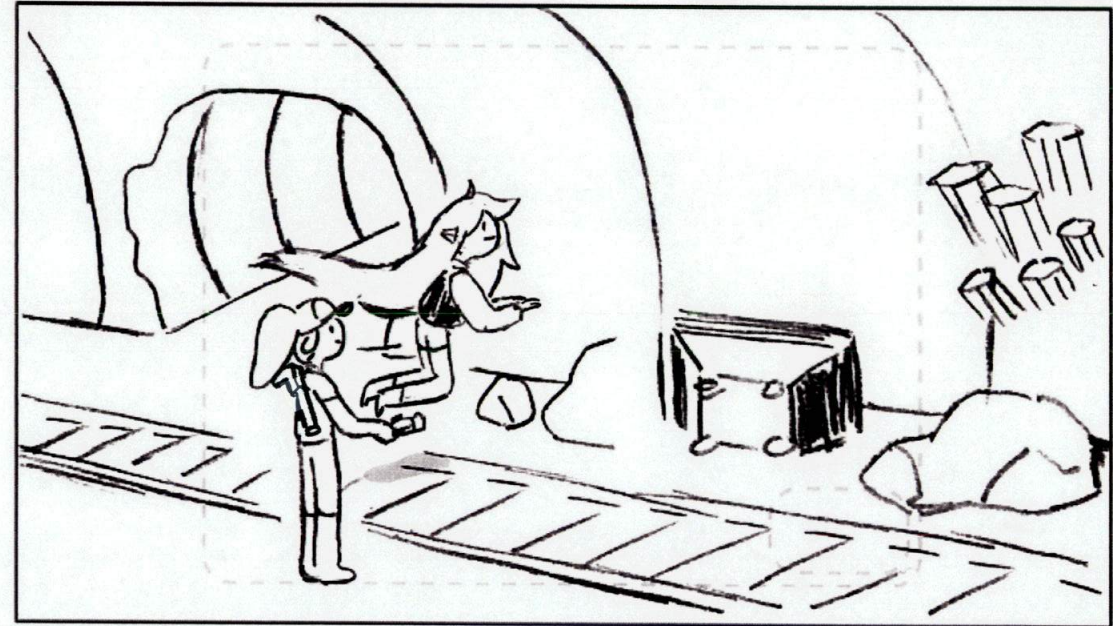


Sc. 70

Pnl. A

Bg.

day night



Dialog:

Action:

- M. FLOATS OFF/S.
- PB LOWERS FLASHLIGHT

Timing:

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Production :

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ADVENTURE TIME

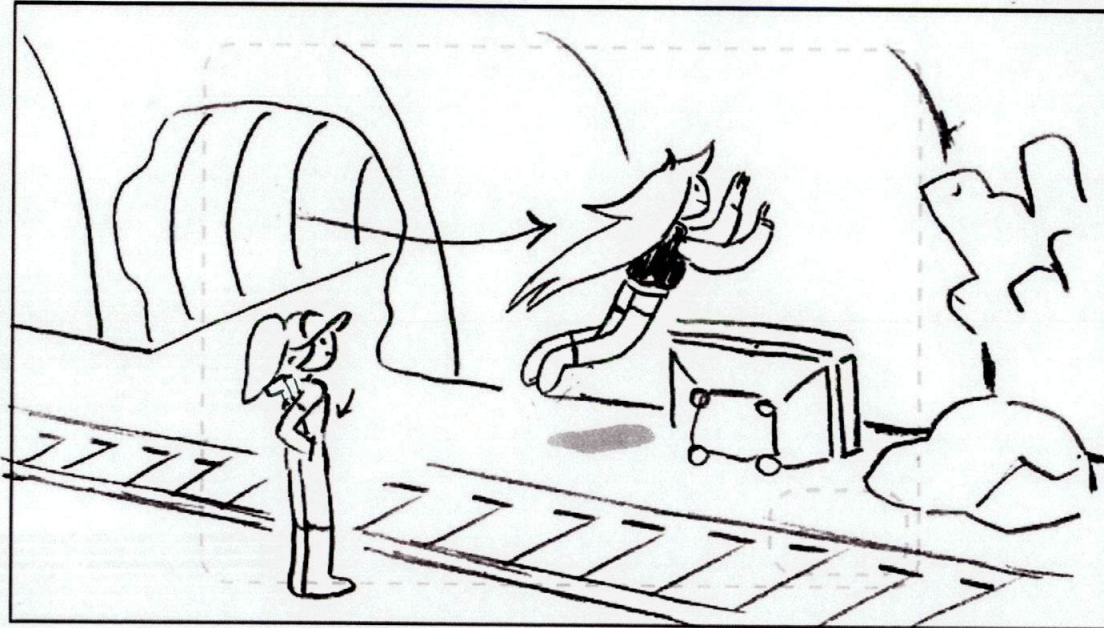


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Sc. 70 CONT Pnl. B

Bg.

day night

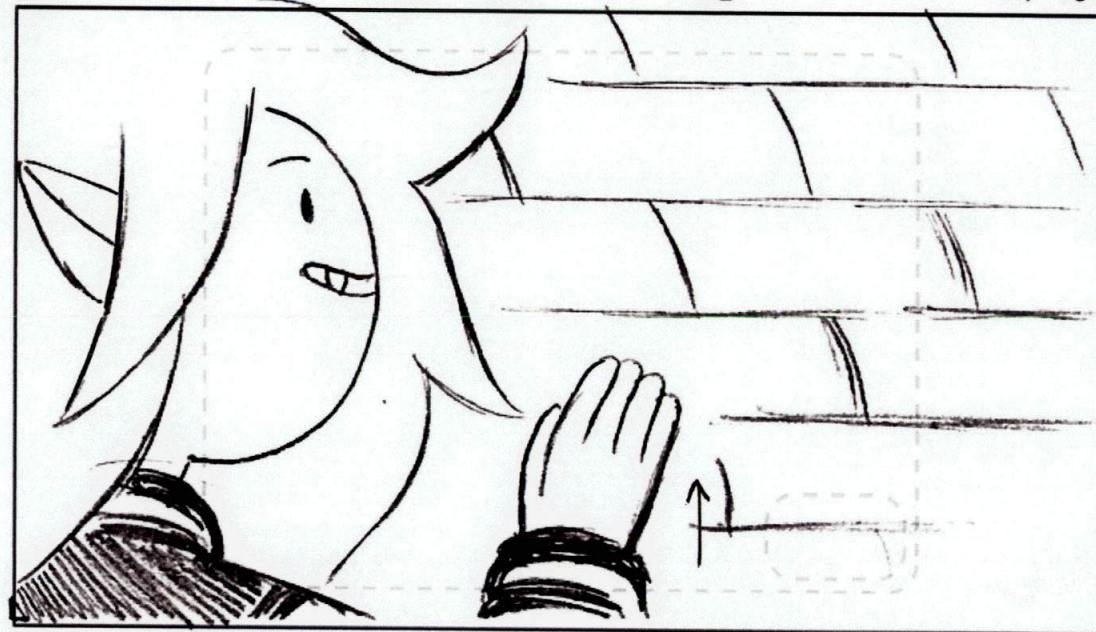


Sc. 71

Pnl. A

Bg.

day night



Dialog:

(M) WE HAVEN'T BEEN DOWN HERE IN HUNDREDS OF YEARS!

(M) REMEMBER WHEN I'D GET YOU OUTTA THOSE STINKY

Action:

-M. FLOATS OVER TO WALL,

Timing:

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Production :

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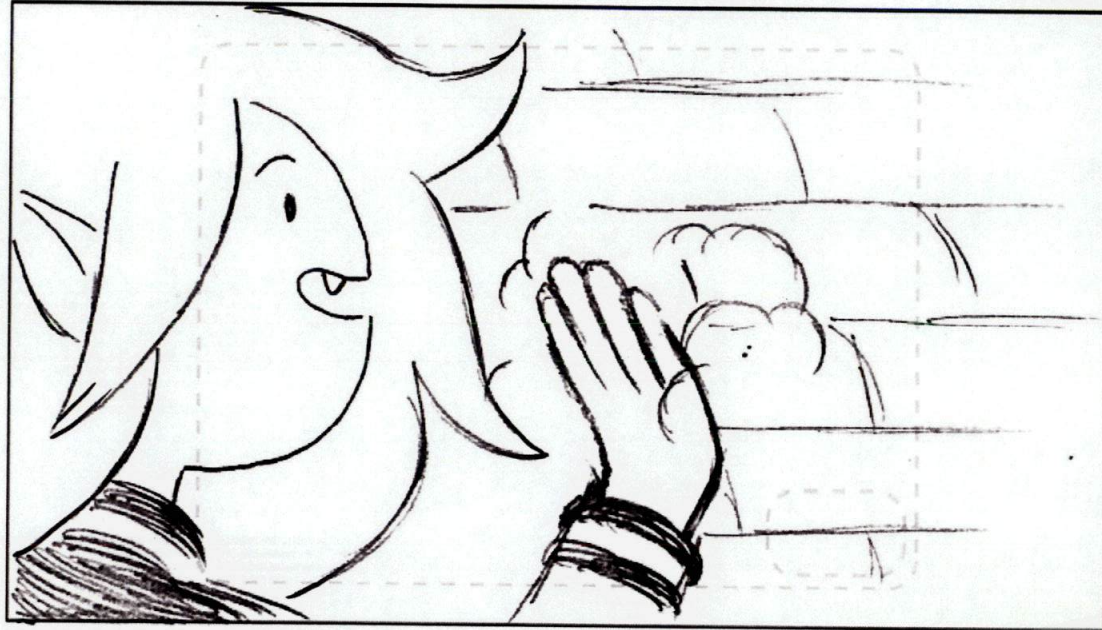
1034/208

ADVENTURE TIME

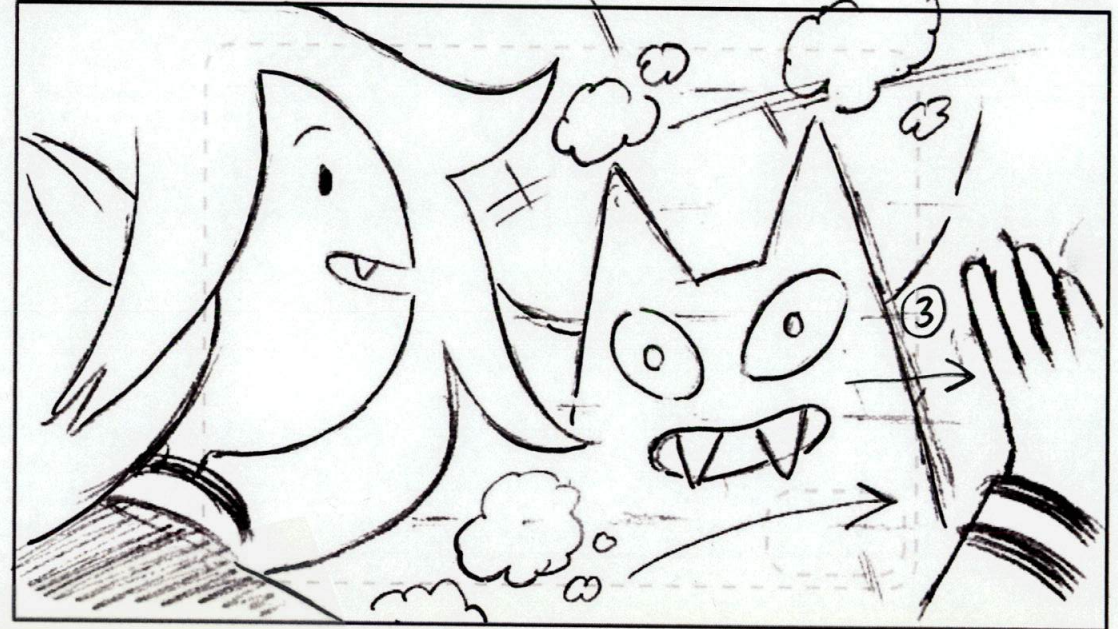


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Sc. 71 cont Pnl. B Bg. day night



Sc. 71 cont Pnl. C Bg. day night

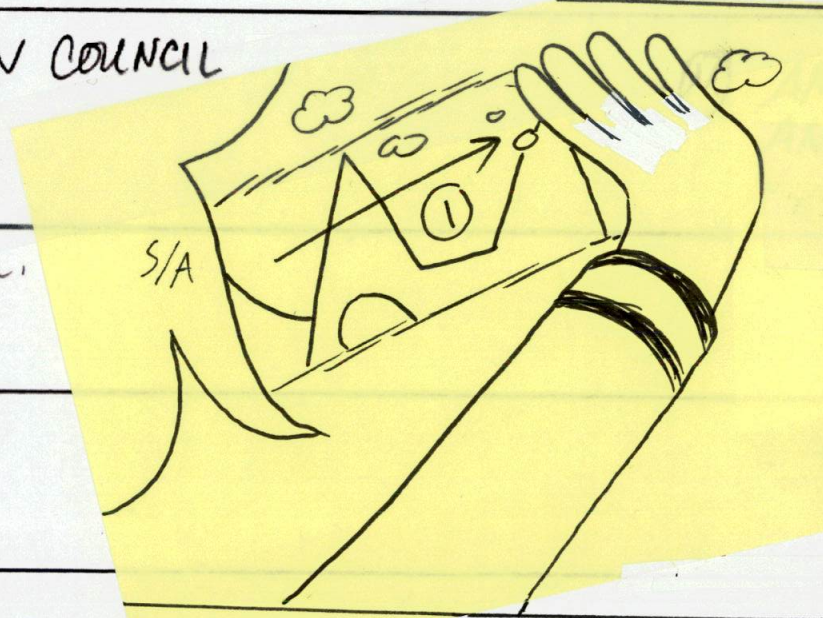


Dialog: ④ CHEESE-NATION COUNCIL MEETINGS?

SFX: * SHFF - SHFF *

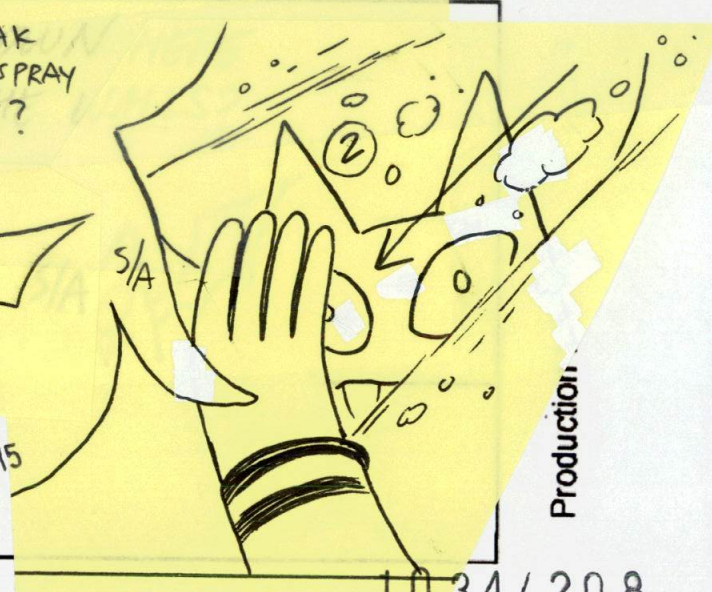
Action: -M. DUSTS OFF WALL.

Timing:



M: AND WE'D SNEAK DOWN HERE AND SPRAY PAINT THE WALLS?

TAG REF:



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Production

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ADVENTURE TIME



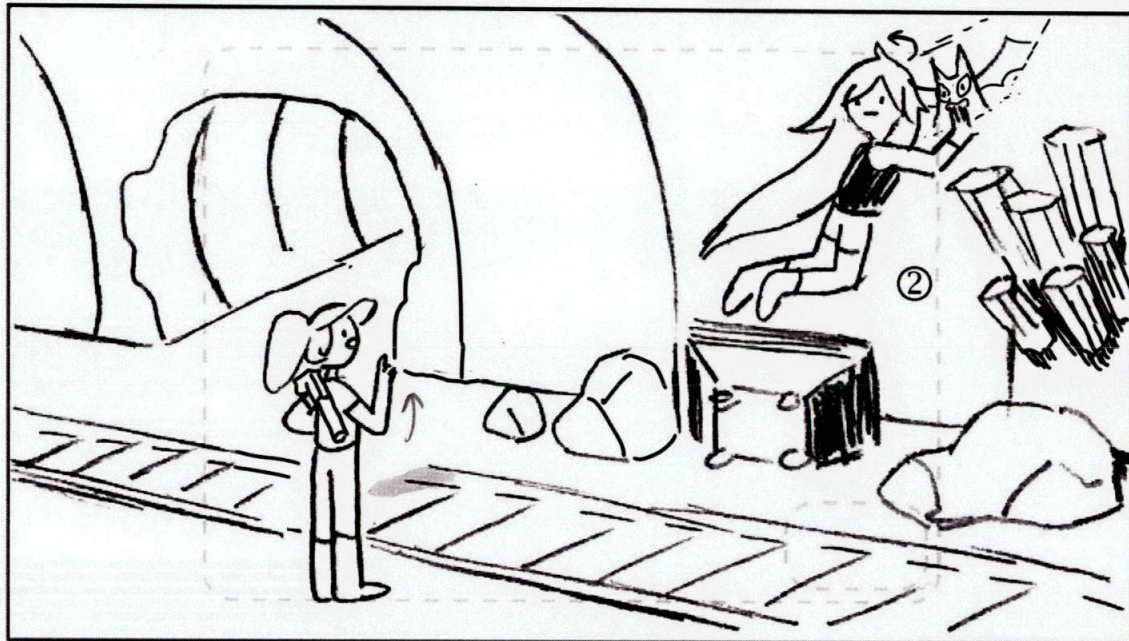
Page 103

Sc. 72

Pnl. A

Bg.

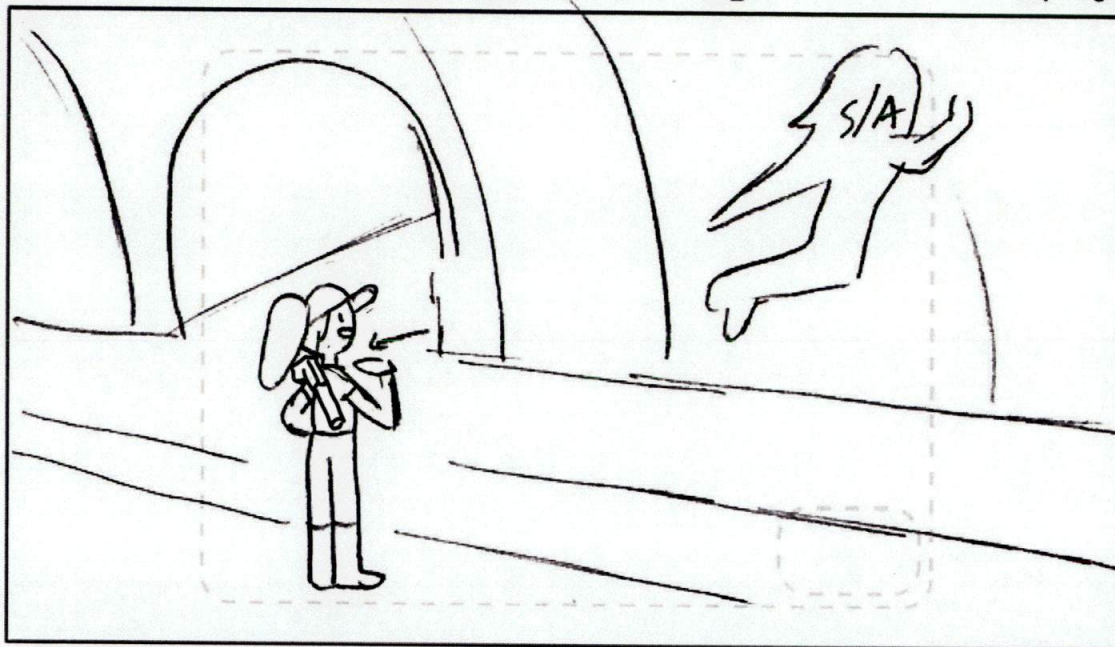
day night



Sc. 72 cont Pnl. B

Bg.

day night



Dialog:

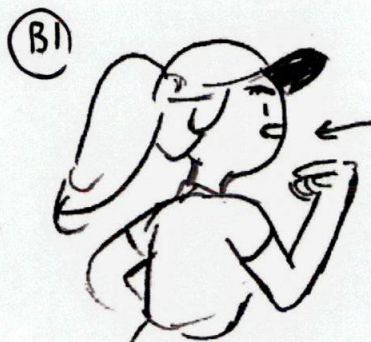
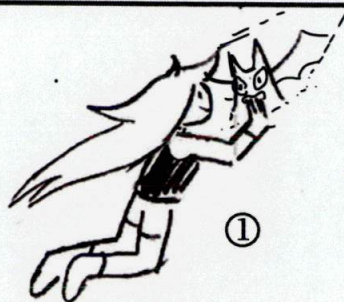
(PB) UM, I'M PRETTY SURE

(PB) IT WAS ME,

Action:

- M LOOKS BACK AT PB.

Timing:



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Production :

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ADVENTURE TIME

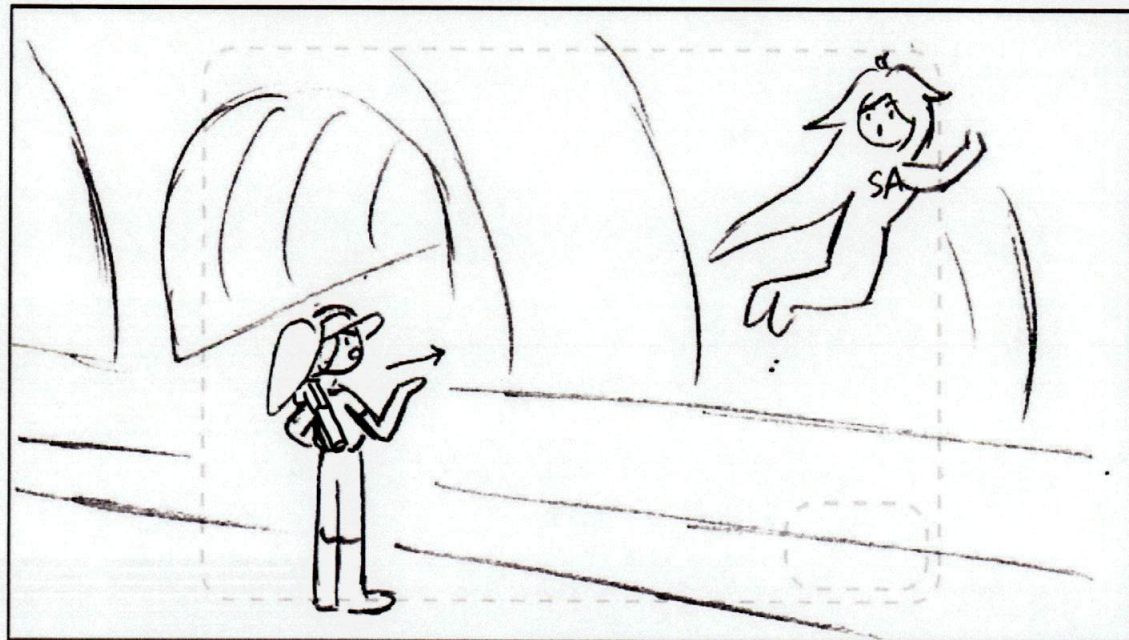


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Sc. 72 CONT Pnl. C

Bg.

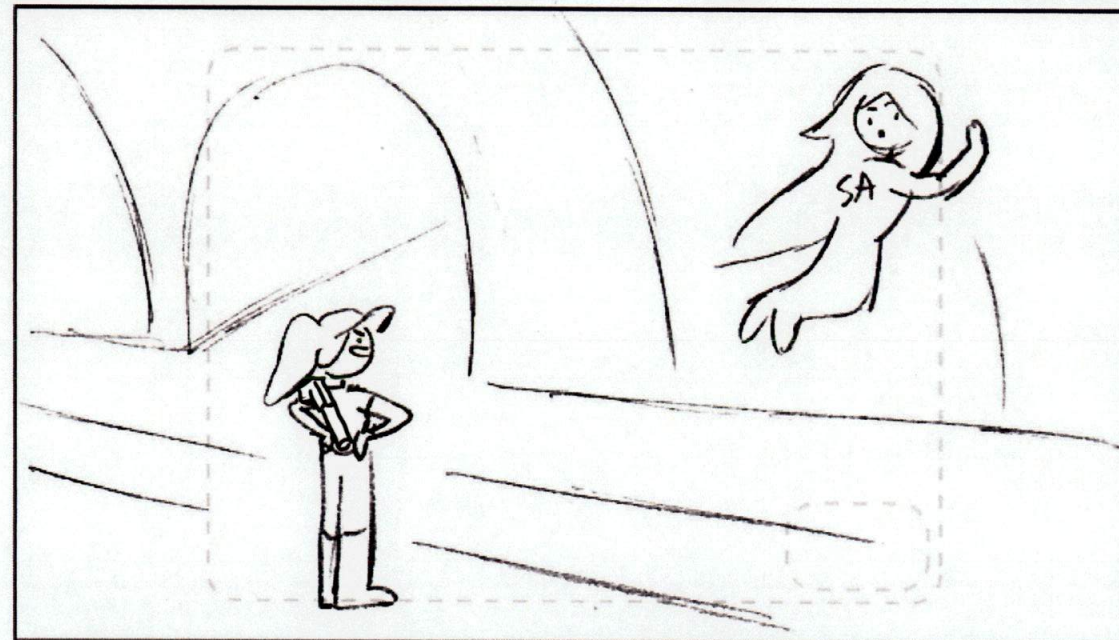
day night



Sc. 72 CONT Pnl. D

Bg.

day night



Dialog:

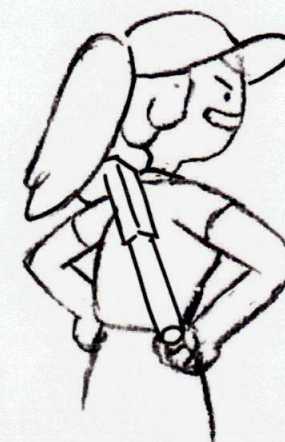
(PB) WHO FOUND YOU ,

(PB) VANDALIZING MY PROPERTY!

Action:



-PB PUTS HER
HANDS ON HIPS.



FEB 0 4 2015

Timing:

Production :

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1034/208

ADVENTURE TIME

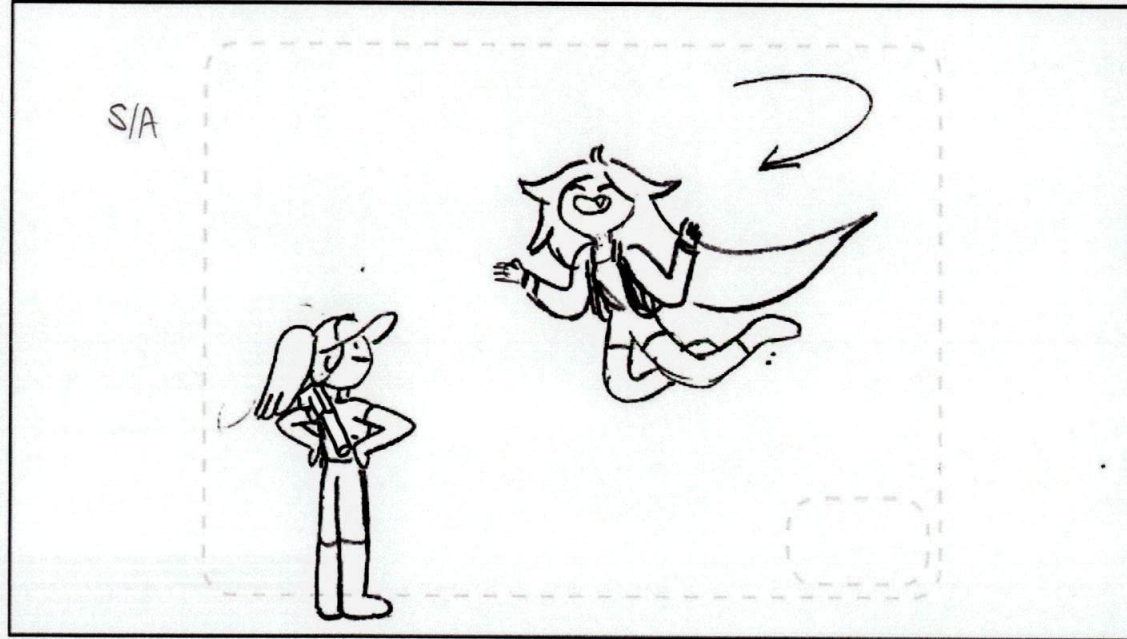


Page 105

Sc. 72 CONT Pnl. E

Bg.

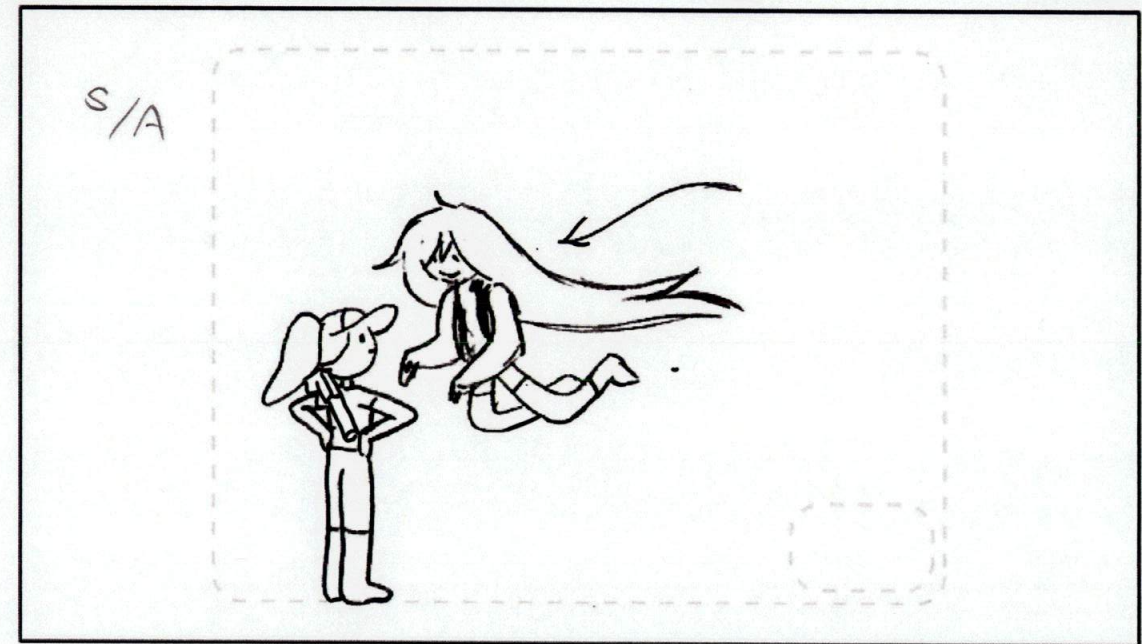
day night



Sc. 72 CONT Pnl. F

Bg.

day night



Dialog:

Ⓜ HA HA HA HA !

Action:

- M. FLOATS FORWARD.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

1034/208

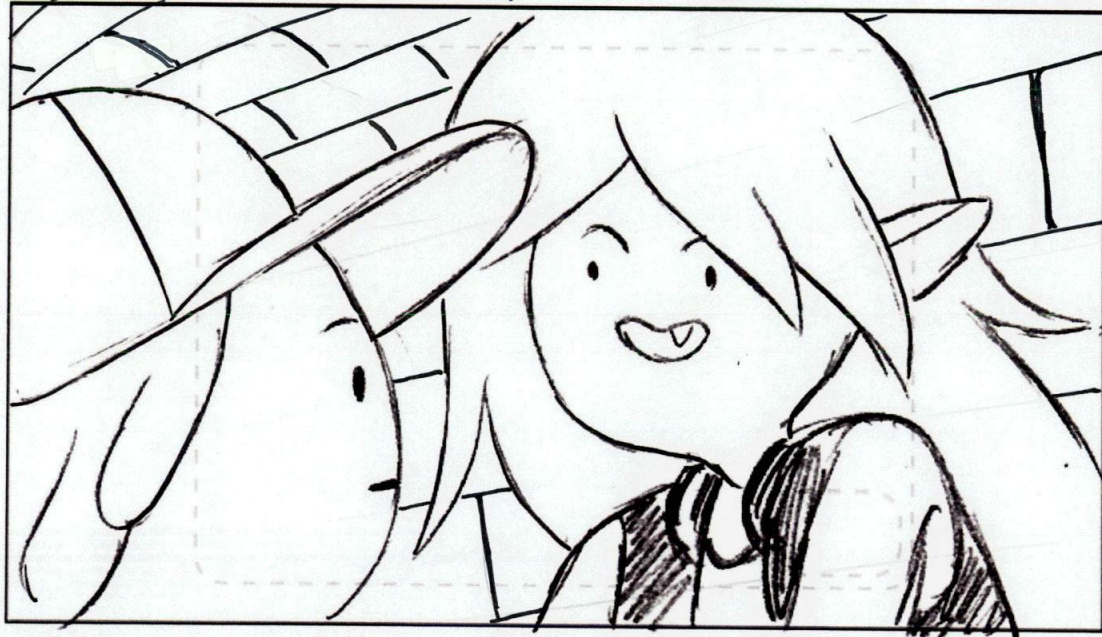
1034/208

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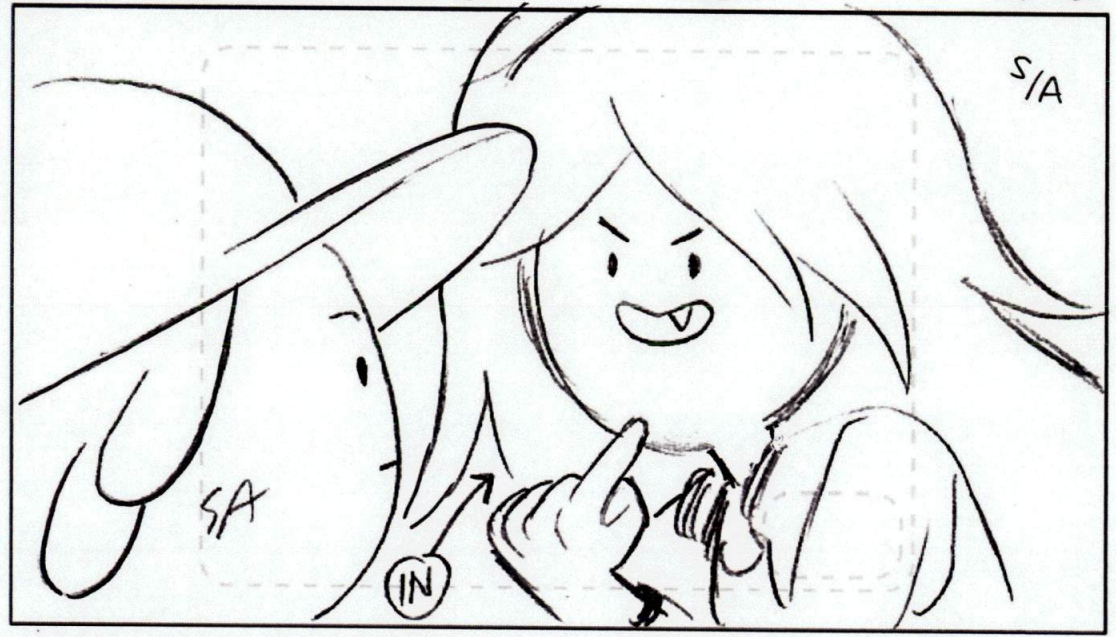
ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night



Sc. 73 *cont* Pnl. B Bg. day night



Dialog:	(M) <u>YEAH,</u>	(M) BUT <u>I</u> ,
Action:		
Timing:	FEB 0 4 2015	

EPISODE # 1034-208
1034/208
Production :

ADVENTURE TIME



Page 107

Sc. 73 cont Pnl. C

Bg.

day night



Sc. 73 cont Pnl. D

Bg.

day night



Dialog:

① GOT YOU TO TAG SOMETHING,
DIDN'T I?

② I BET I COULD FIND IT...

Action:

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME

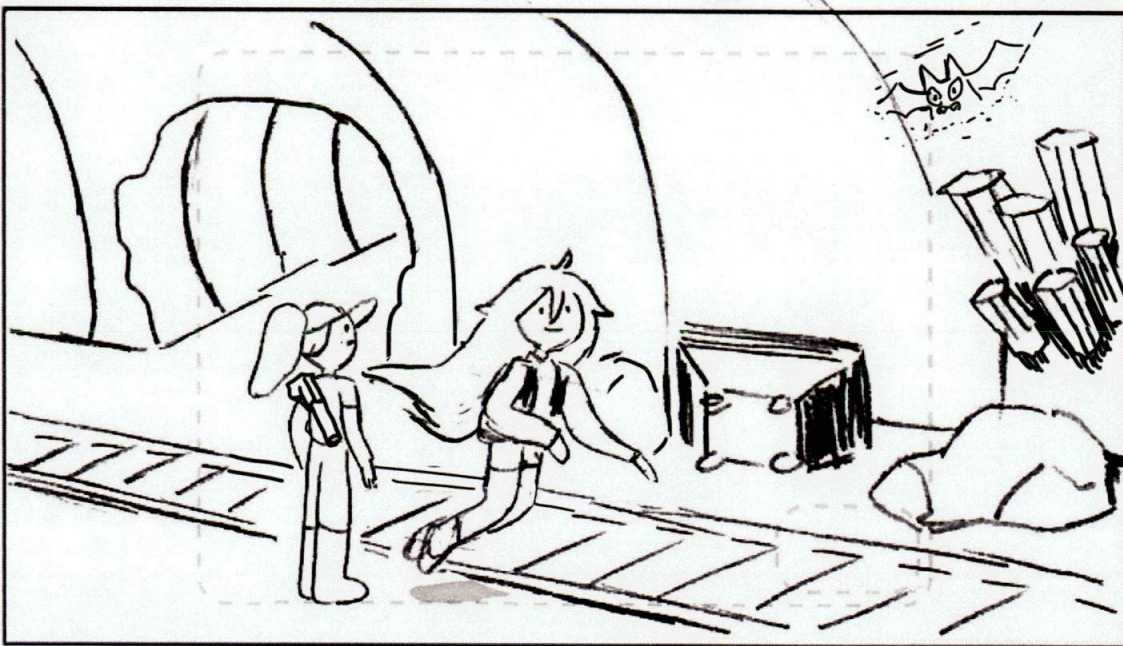


Page 108

Sc. 73 CONT Pnl. E Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:	
Action:	- M. FLOATS RIGHT - PB BLUSHES
Timing:	FEB 0 4 2015

1034/208

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EPISODE #
1034/208 1034-208

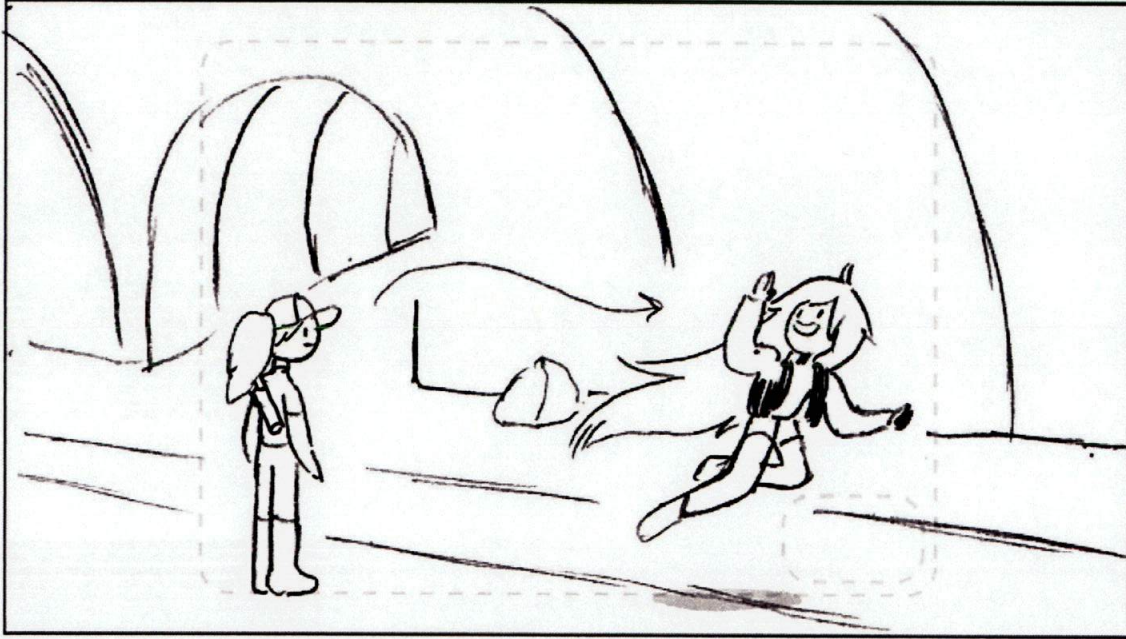
Production :

1034/208

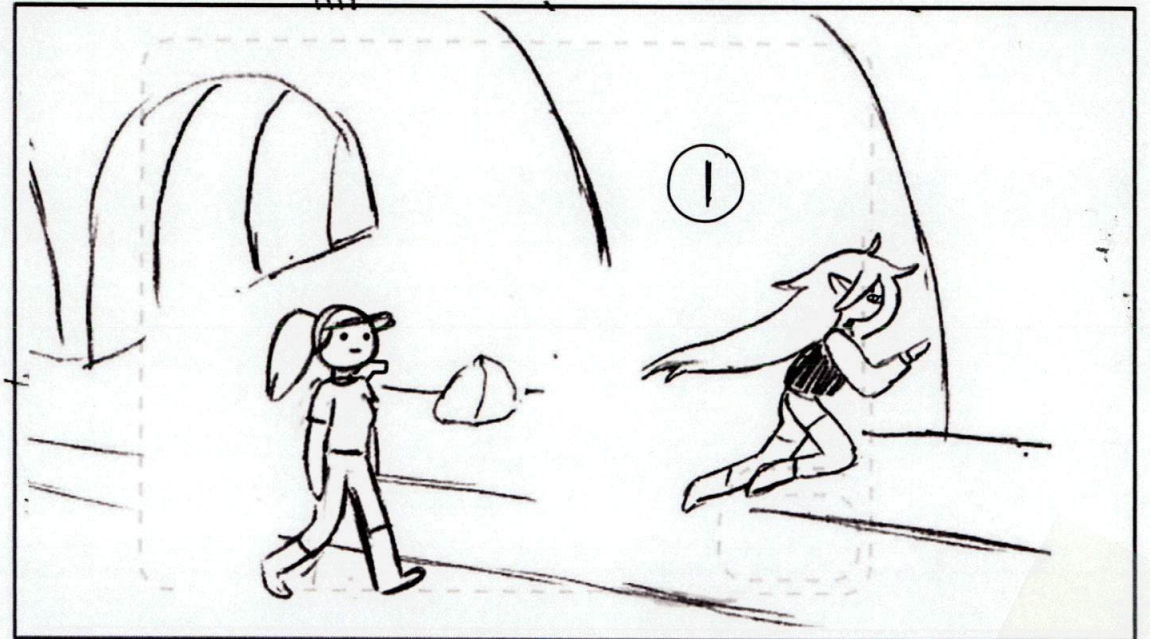
ADVENTURE TIME



Sc. 74 cont Pnl. B Bg. day night



Sc. 74 cont Pnl. C Bg. day night



Dialog:

M/ Here come on!

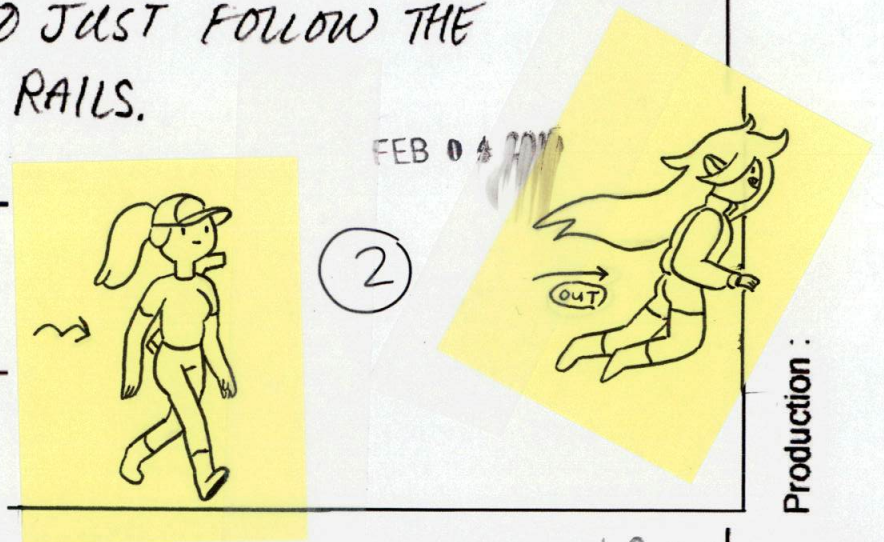
(1) WE USED TO JUST FOLLOW THE
MINE-CAR RAILS.

Action:

- M. FLOATS RIGHT

- PB FOLLOWS M.

Timing:



Production :

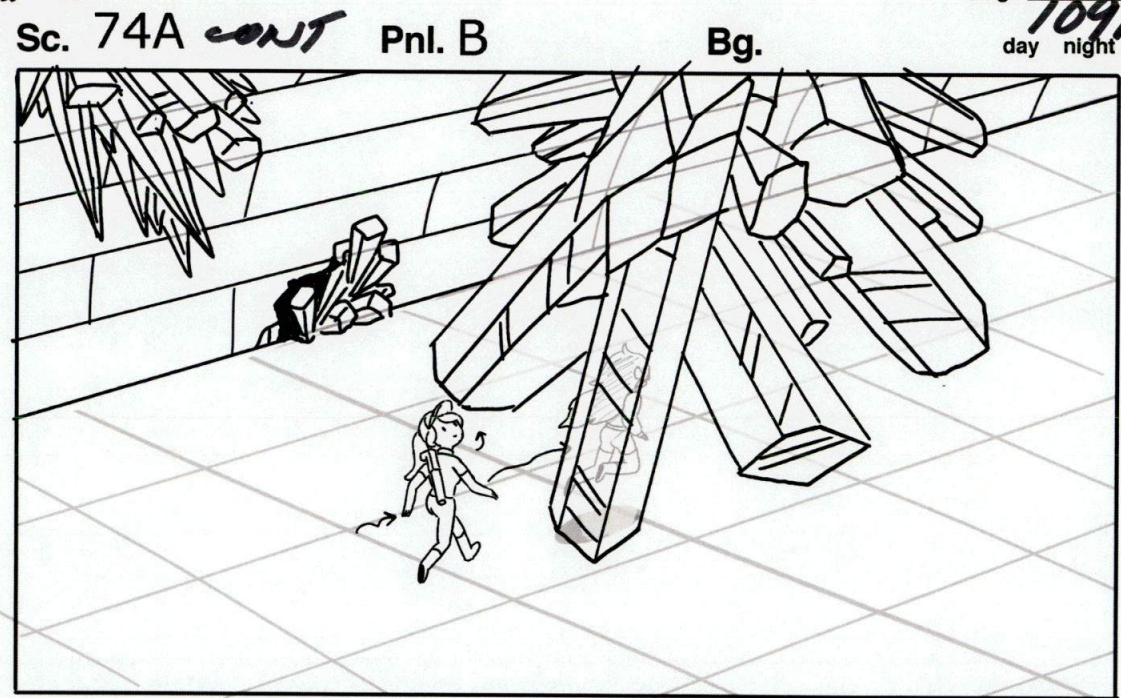
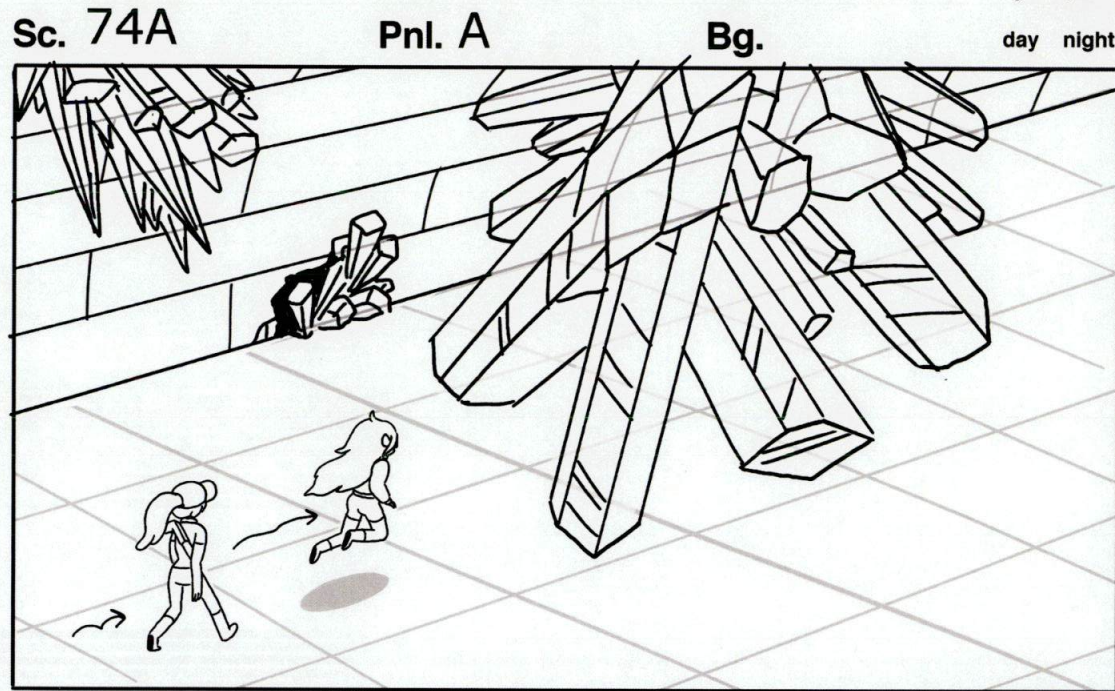
EPISODE # 1034-208

1034/208

1034/208

1034/208

ADVENTURE TIME



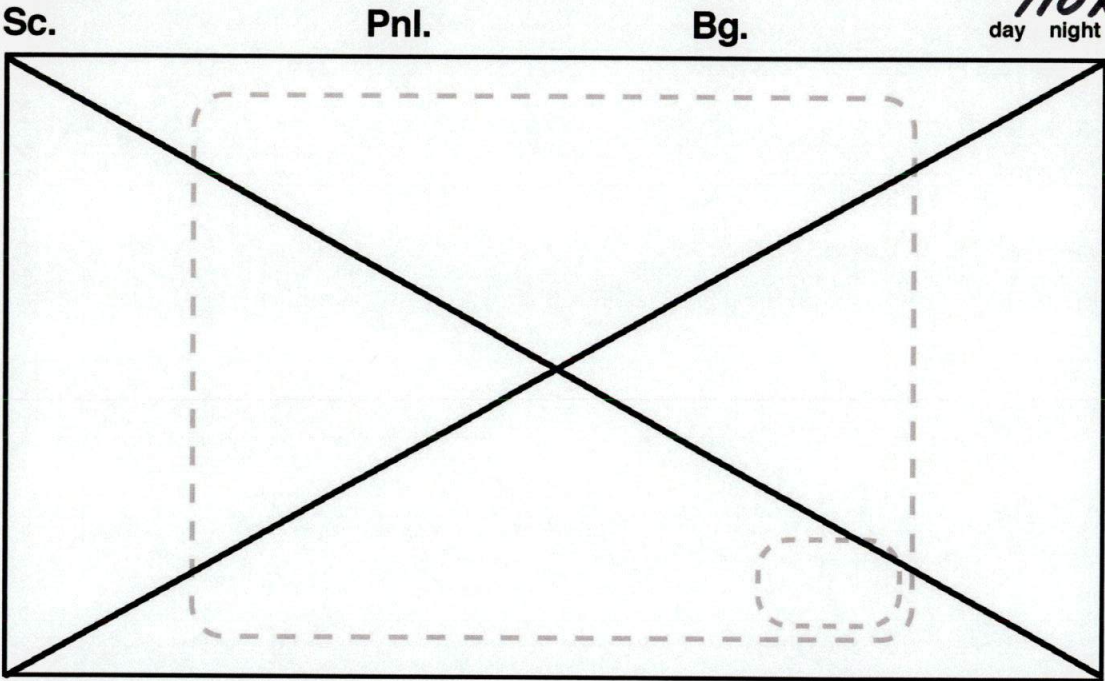
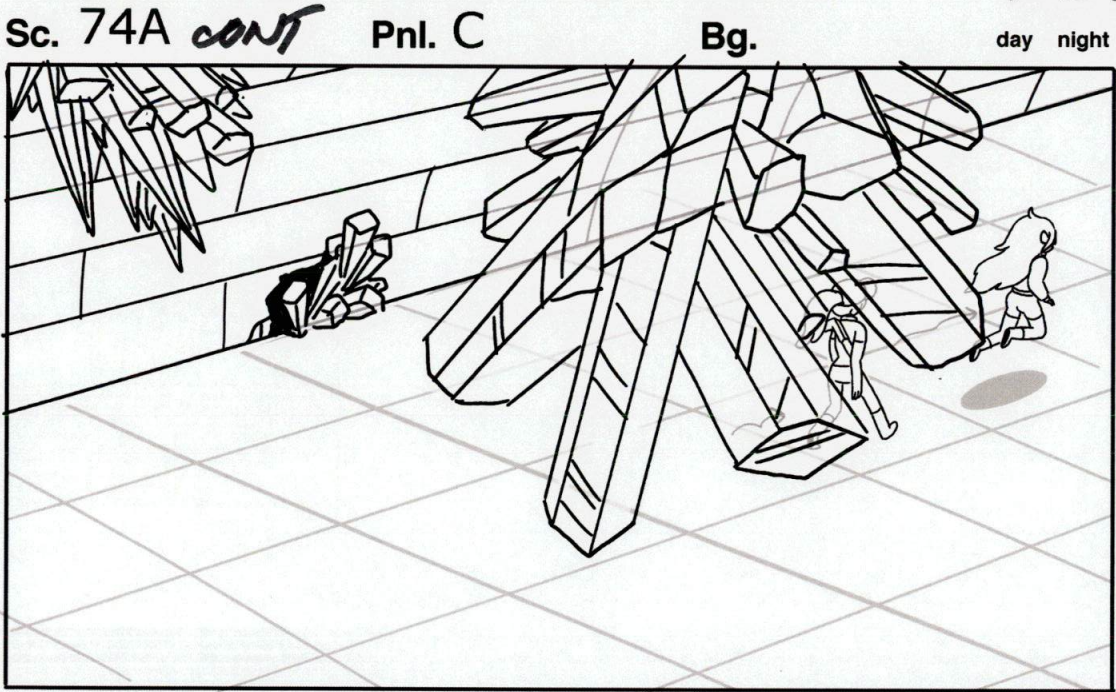
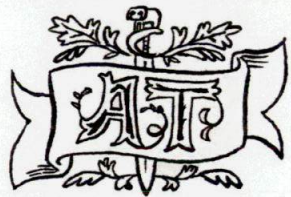
Dialog:	
M/ Crackin' jokes--	
Action:	
Timing:	

FEB 04 2015

EPISODE # 1034-208

Production:

ADVENTURE TIME



Dialog:	M/ -- tellin' stories. Remember?
Action:	FEB 0 4 2015
Timing:	

EPISODE # 1034-208

Production:

1034/208

1034/208

ADVENTURE TIME



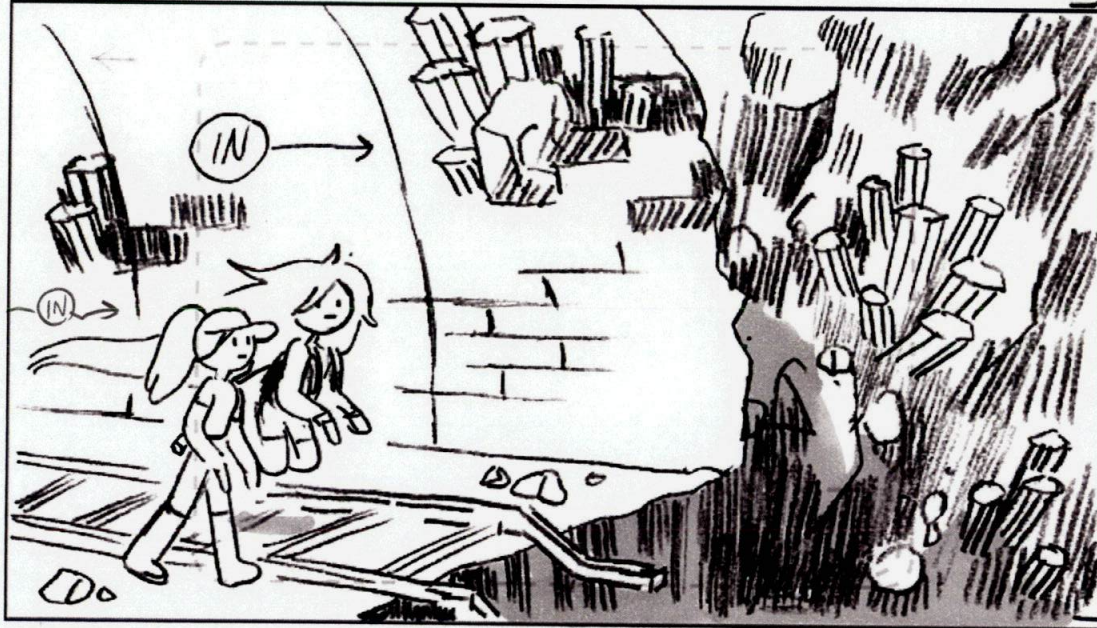
Page 110

Sc. 75

Pnl. A

Bg.

day night



Sc. 75 cont Pnl. B

Bg.

day night



Dialog:

M: WHOA...

Action:

- M. FLOATS ON/S.
- PB WALKS ON/S

- PB + M STOP AT EDGE. OF CHASM

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

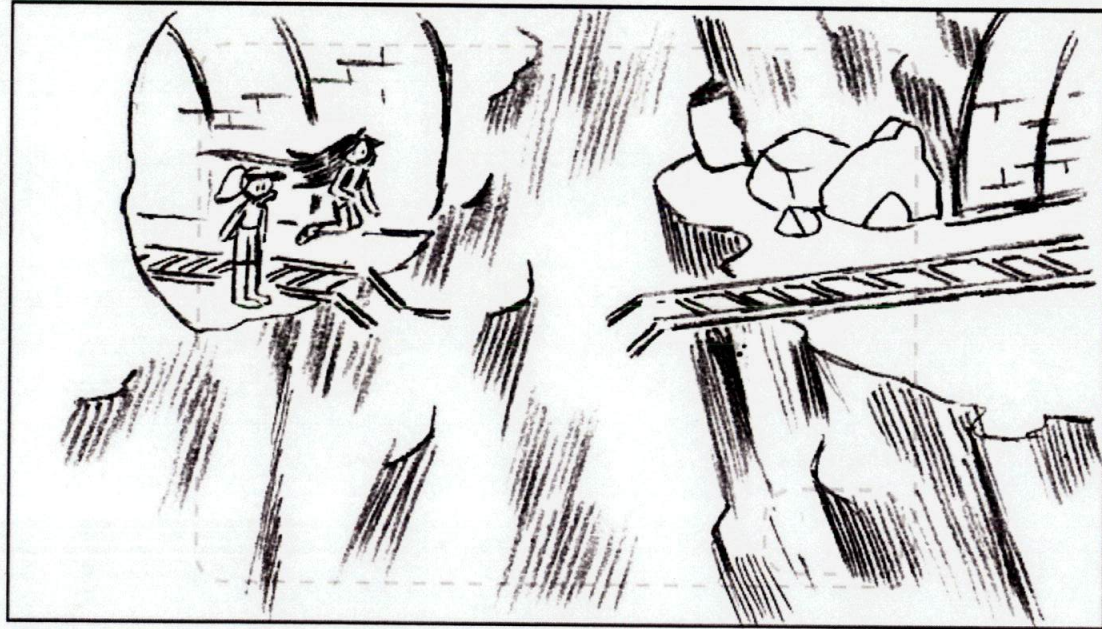
1034/208

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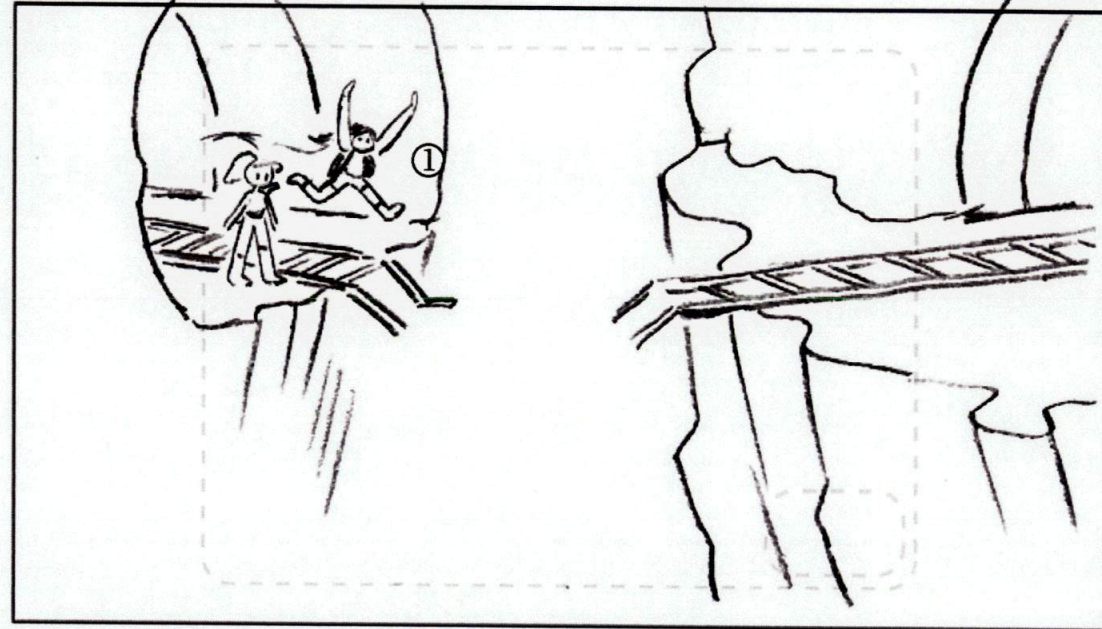
ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. 76 cont Pnl. B Bg. day night



Dialog:	(M) THE BROKEN BRIDGE! (ECHOES)
Action:	FEB 04 2015
Timing:	

EPISODE # 1034-208
1034/208

Production :

ADVENTURE TIME

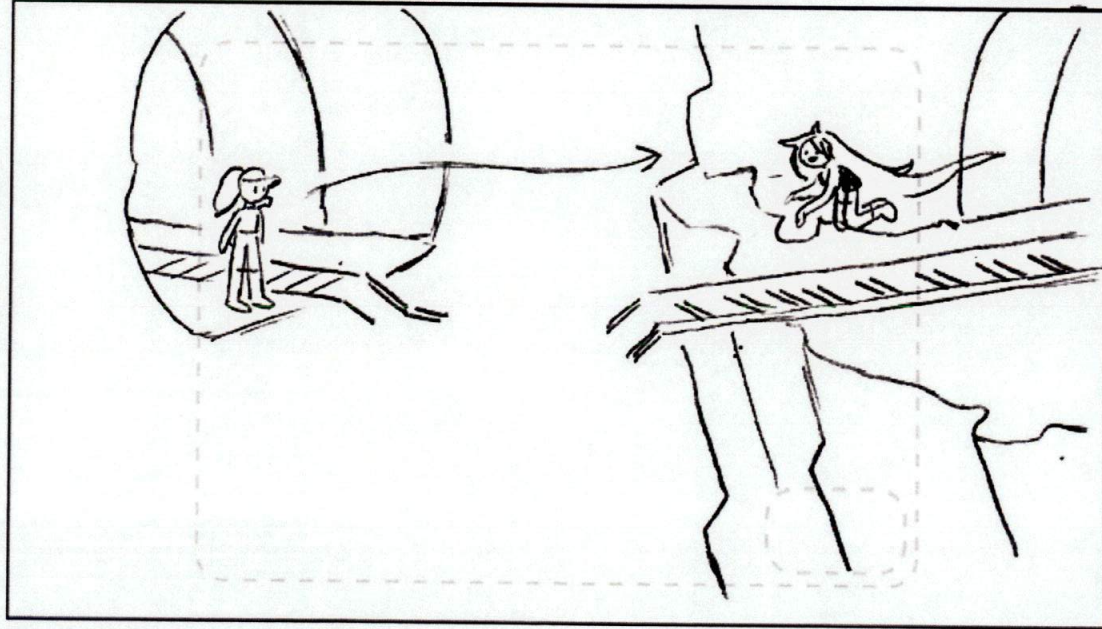


Page 112

Sc. 76 CONT Pnl. C

Bg.

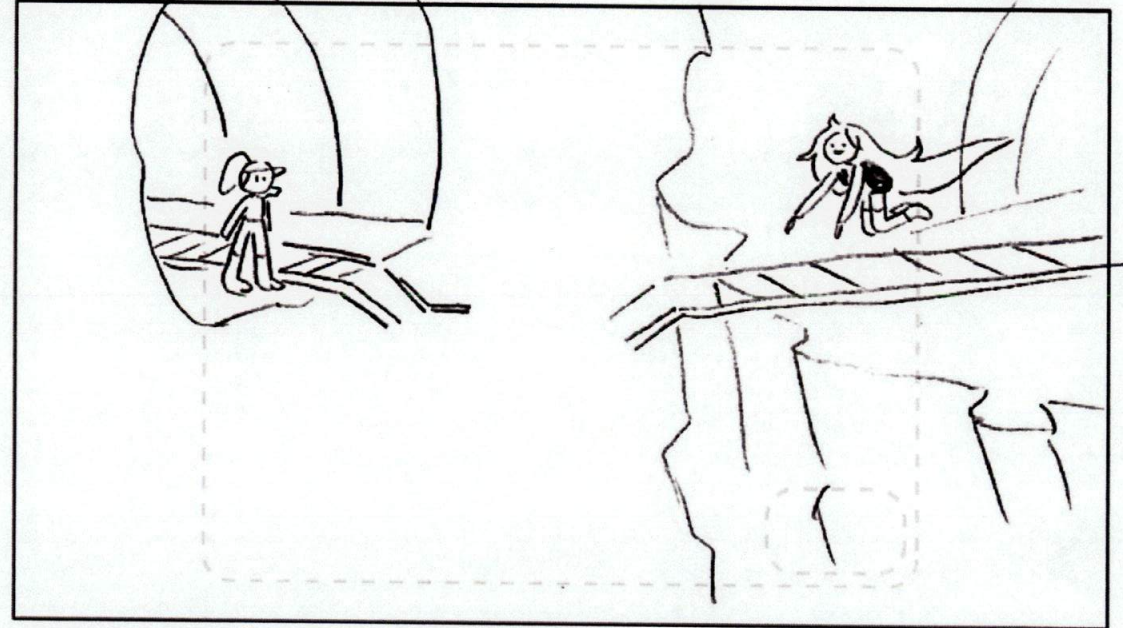
day night



Sc. 76 CONT Pnl. D

Bg.

day night



Dialog:

Ⓜ REMEMBER?

Ⓜ YOU JUMPED ACROSS THIS!

Action:

- M FLOATS ACROSS GAP.

FEB 04 2015

Timing:

EPISODE #

1034-208

1034/208

Production :

1034/208

1034/208

ADVENTURE TIME



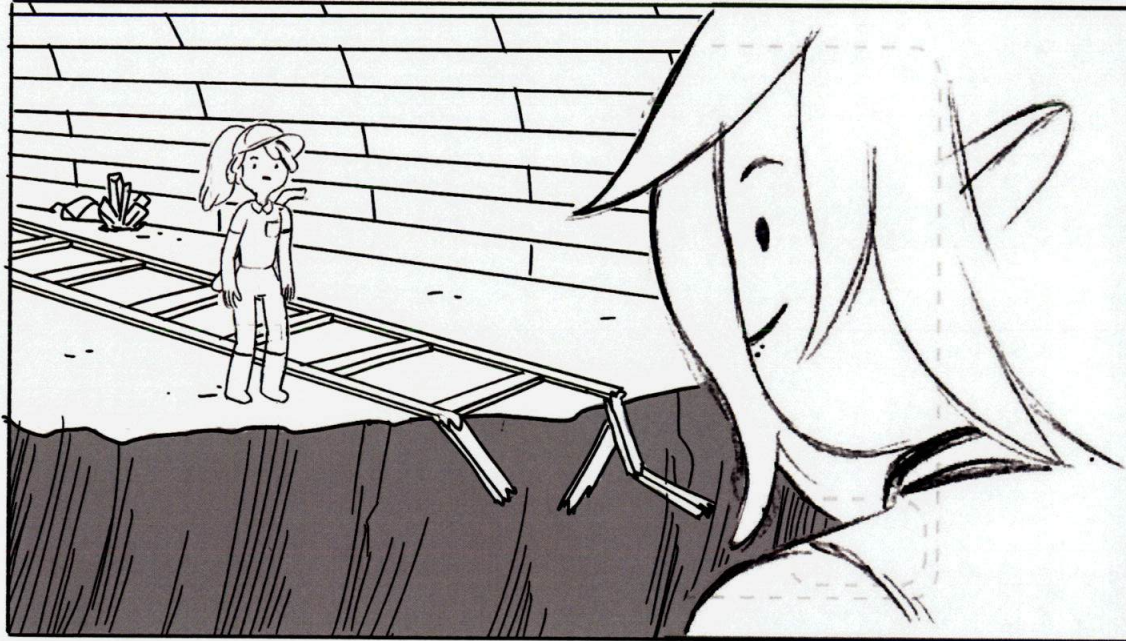
Page 113

Sc. 77

Pnl. A

Bg.

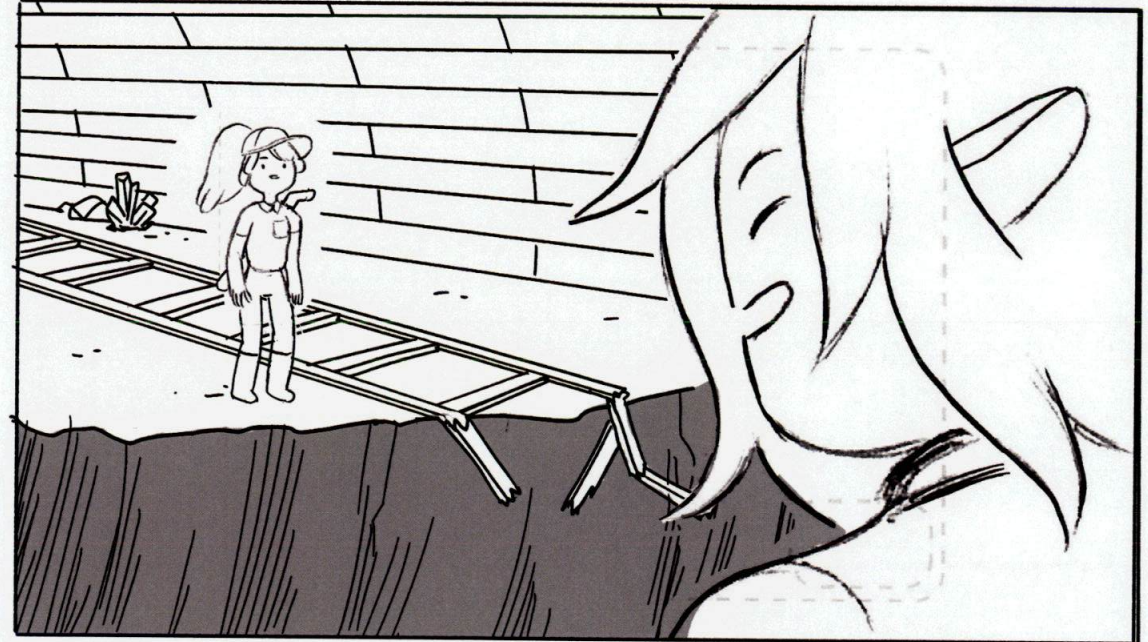
day night



Sc. 77 cont Pnl. B

Bg.

day night



Dialog:

① YOU WERE SO SCARED!

Action:

FEB 04 2015

Timing:

EPISODE #

1034-208

1034/208

Production :

1034/208

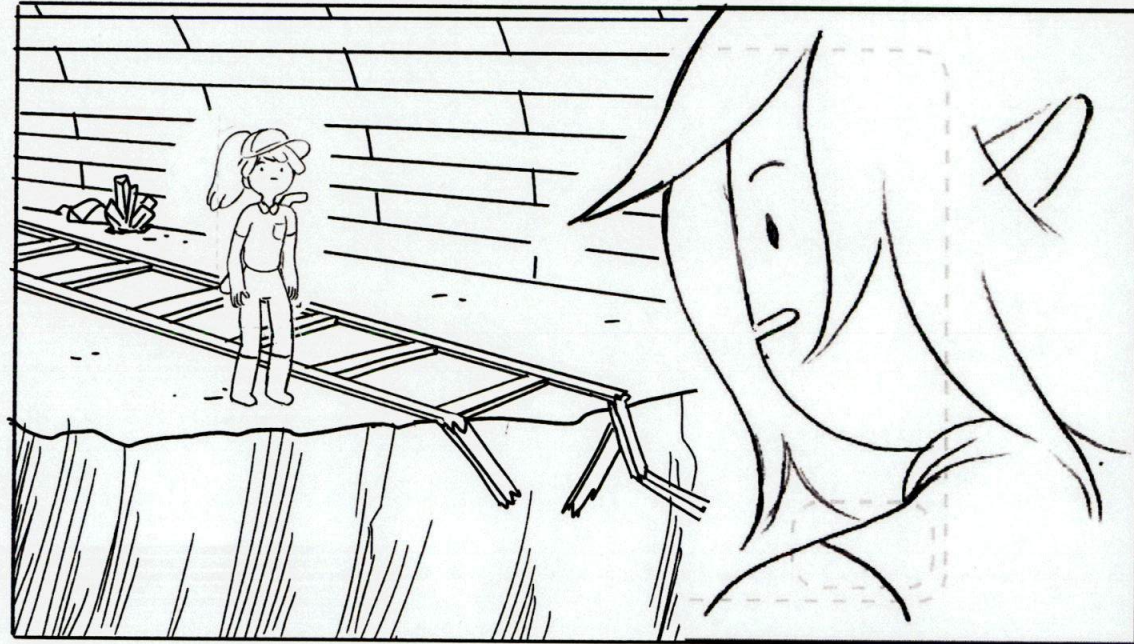
1034/208

ADVENTURE TIME

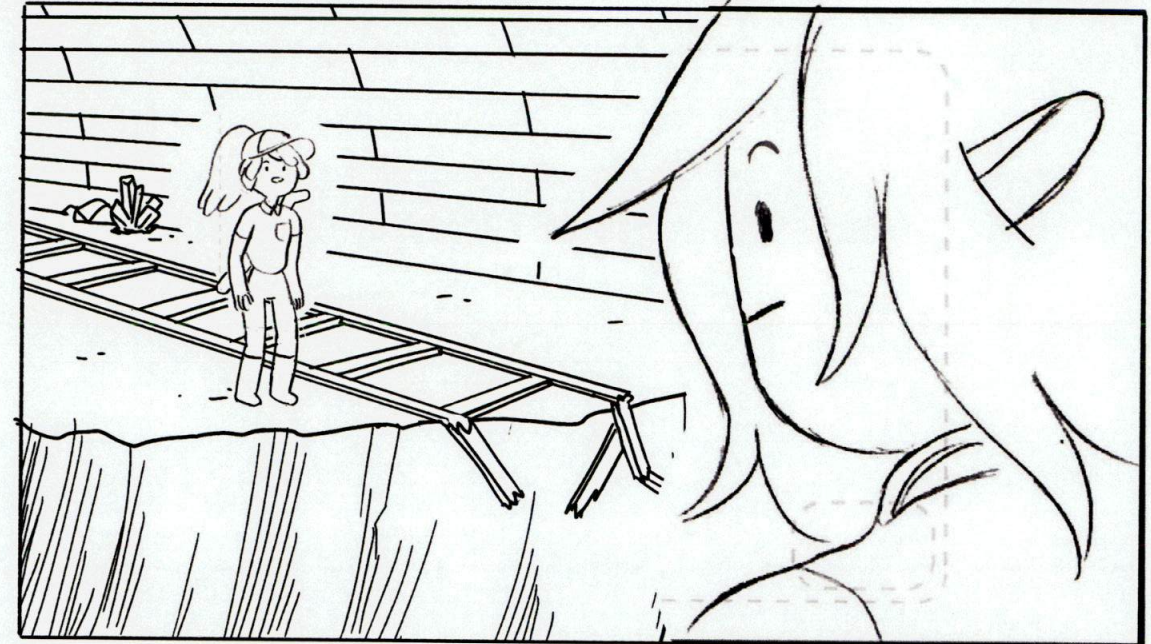


Page 114

Sc. 77 CONT Pnl. C Bg. day night



Sc. 77 CONT Pnl. D Bg. day night



Dialog:	(PB) HM	(PB) I THINK I WAS JUST TRYING TO PROVE SOMETHING.
Action:		
Timing:		

FEB 04 2015

1034/208

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EPISODE #
1034/208 1034-208

Production :

1034/208

ADVENTURE TIME



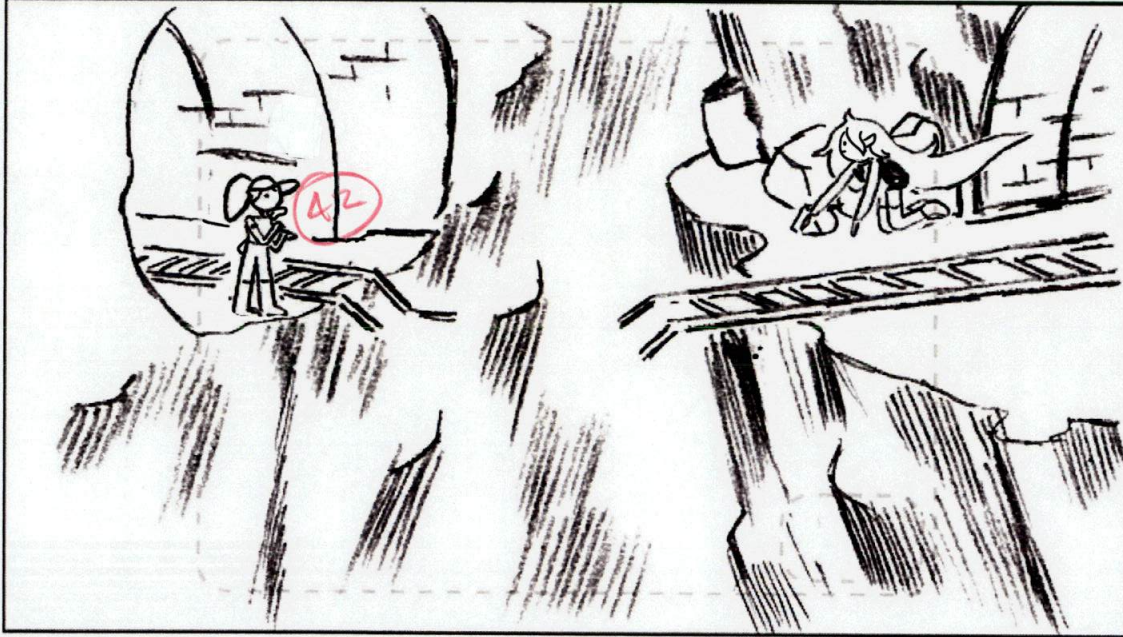
Page 115

Sc. 78

Pnl. A

Bg.

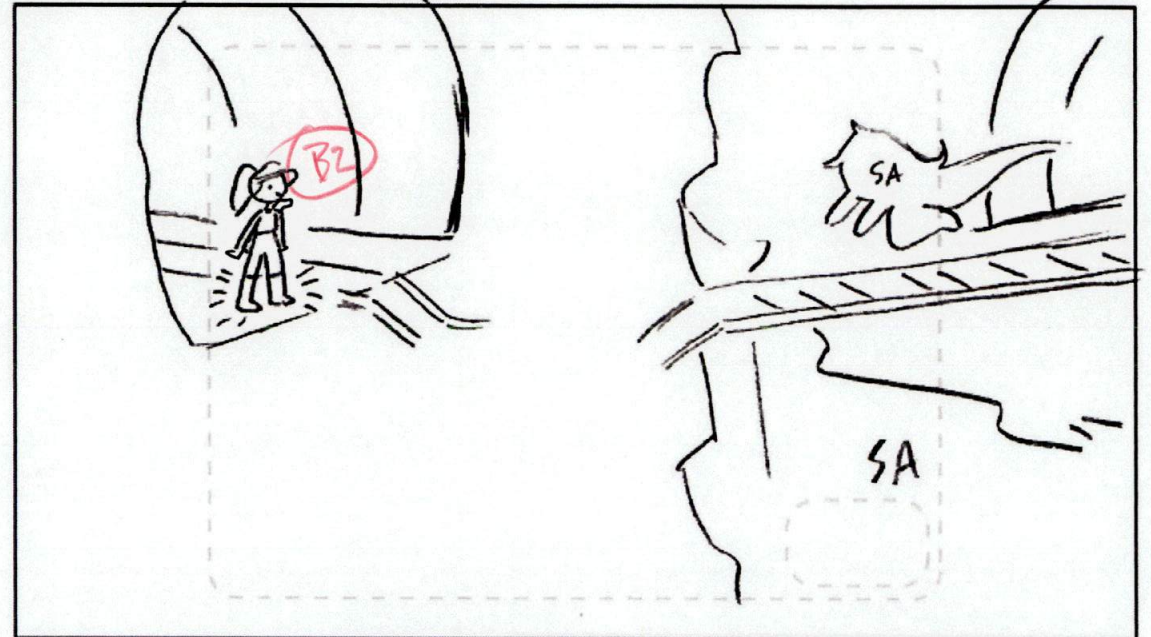
day night



Sc. 78 cont Pnl. B

Bg.

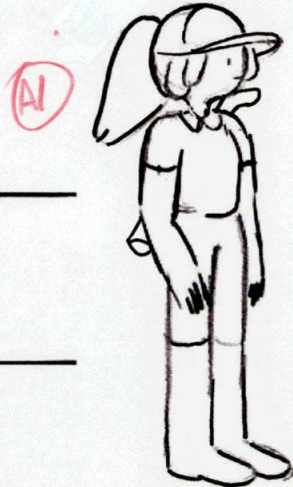
day night



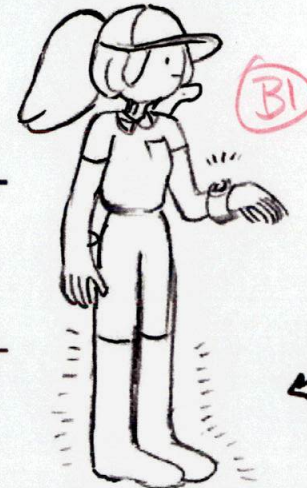
Dialog:

Action:

Timing:



SFX: *CLIK*



FEB 04 2015

1034-208

1034/208

EPISODE #

Production :

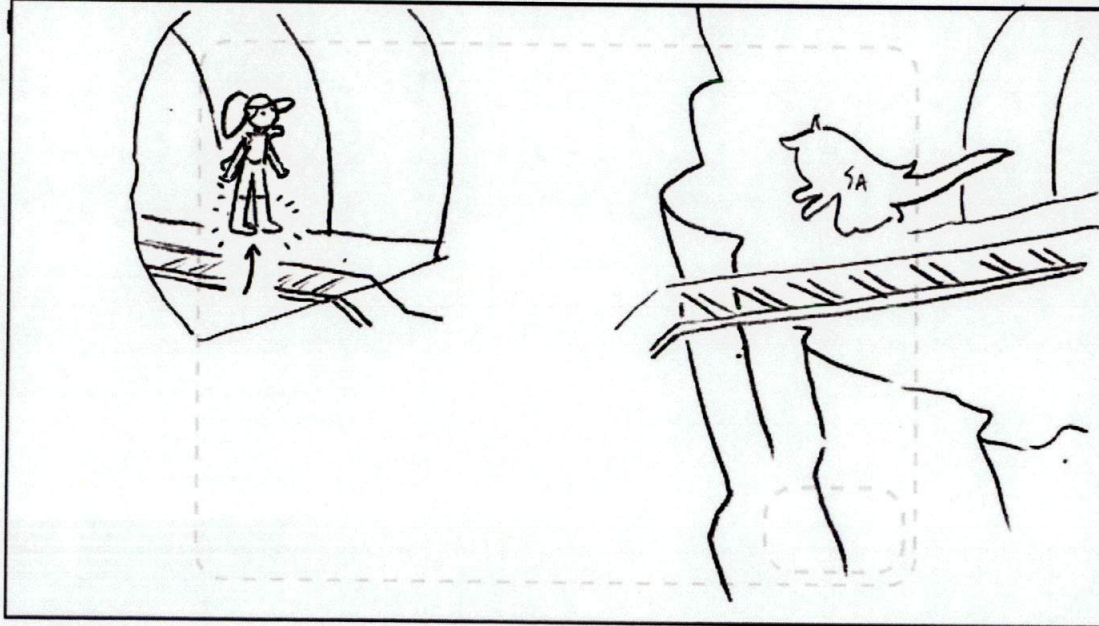
1034/208

ADVENTURE TIME

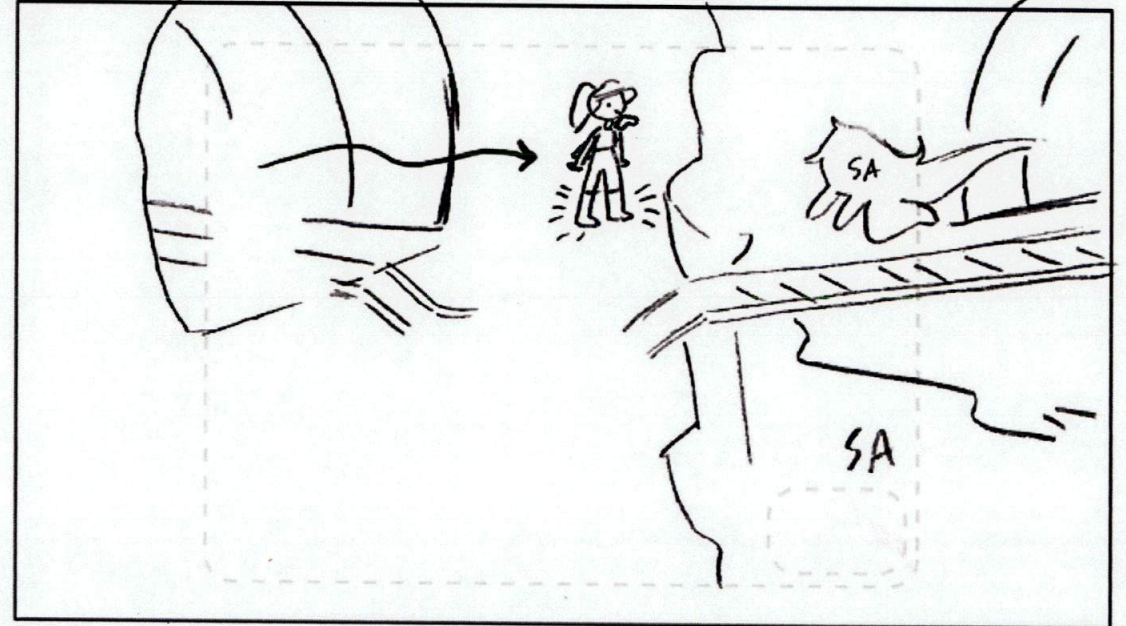


Page 116

Sc. 78 CONT Pnl. C Bg. day night



Sc. 78 CONT Pnl. D Bg. day night



Dialog:

SFX: * VMMMMMM *

Action:

PB FLOATS UP

-PB SLOWLY FLIES OVER CHASM.

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



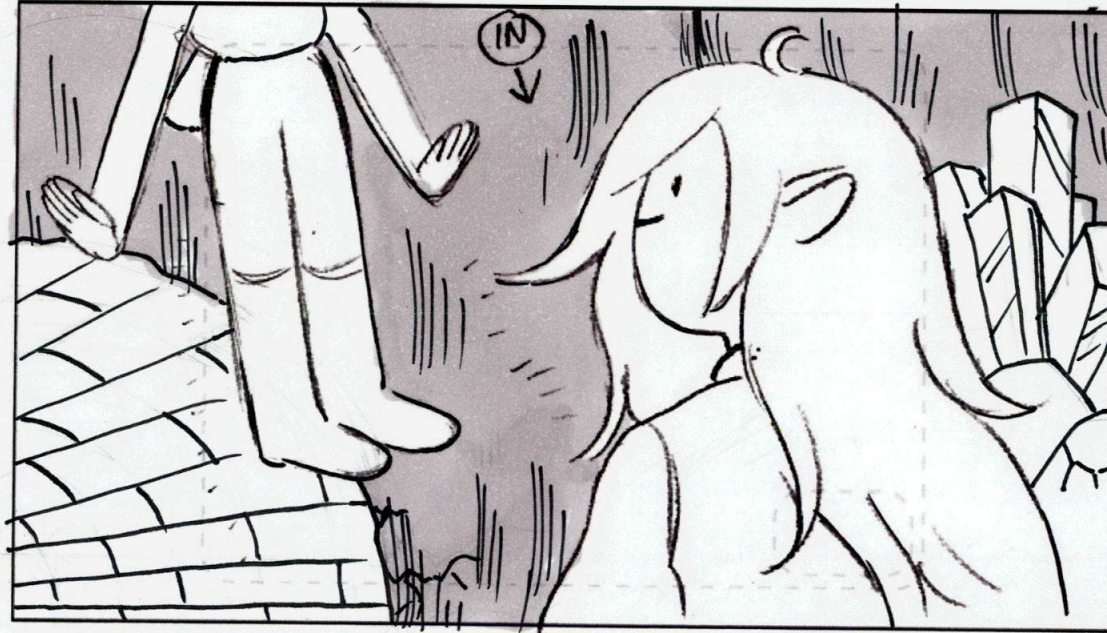
Page 117

Sc. 79

Pnl. A

Bg.

day night

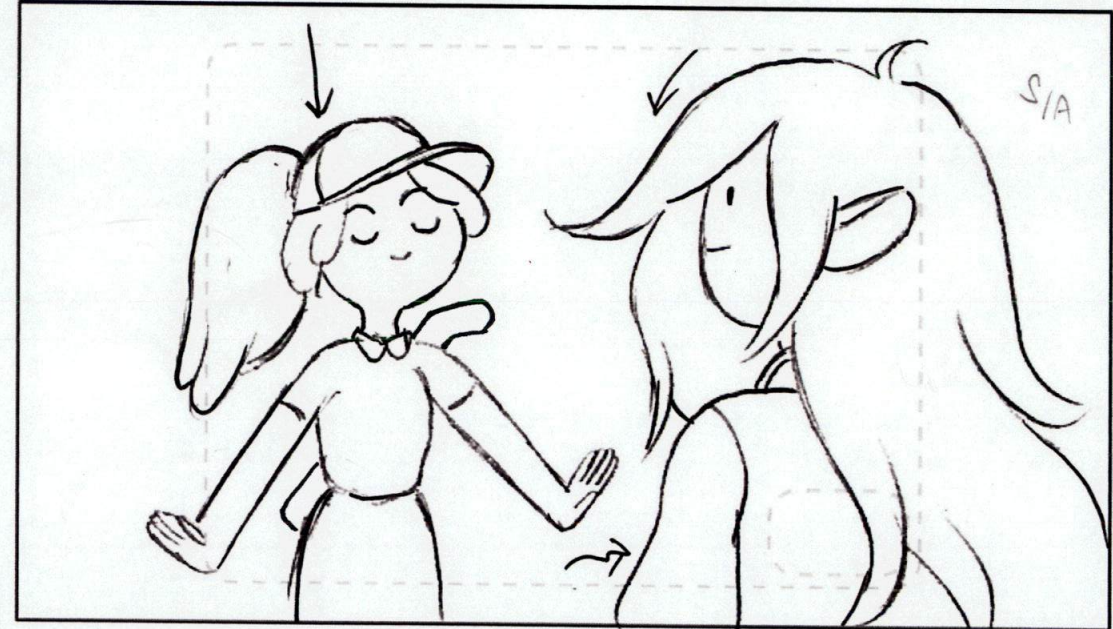


Sc. 79 cont

Pnl. B

Bg.

day night



Dialog:

SFX * PSSSS SHEWWWW * (BOOTS POWER DOWN)

Action:

- PB FLOATS DOWN ON/S.

- PB ALIGHTS, BOOTS

- M BACKS UP TO MAKE ROOM.

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Sc. 79 CONT Pnl. C

Bg.

day night



Sc. 79 CONT Pnl. D

Bg.

day night



Dialog:

(M) BONNIBEL BUBBLGUM,
ALWAYS SOOOO PREPARED.

(PB) YEAH! I HAVE TO BE --

Action:

Timing:

FEB 04 2015

EPISODE # 1034-208

Production :

ADVENTURE TIME



Page 119

Sc. 79 CONT Pnl. E

Bg.

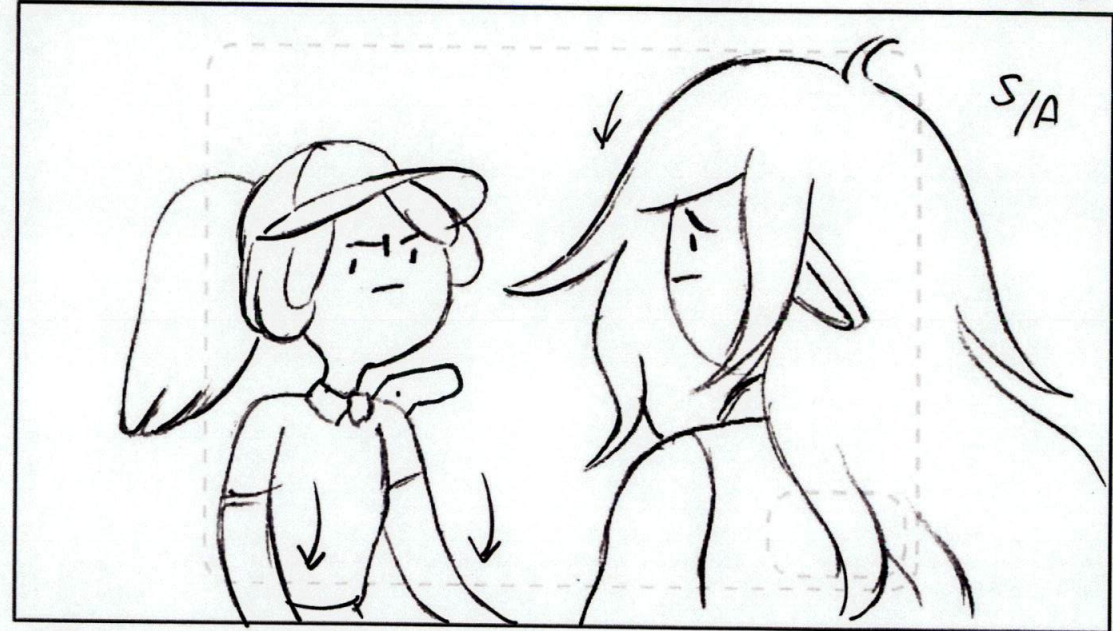
day night



Sc. 79 CONT Pnl. F

Bg.

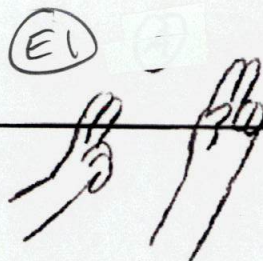
day night



Dialog:

(PB) "ALWAYS SO PREPARED"
WE CAN'T ALL JUST "WING IT"

Action:



-M. LOOKS A LITTLE HURT.

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Sc. **79 CONT** Pnl. **6**

Bg.

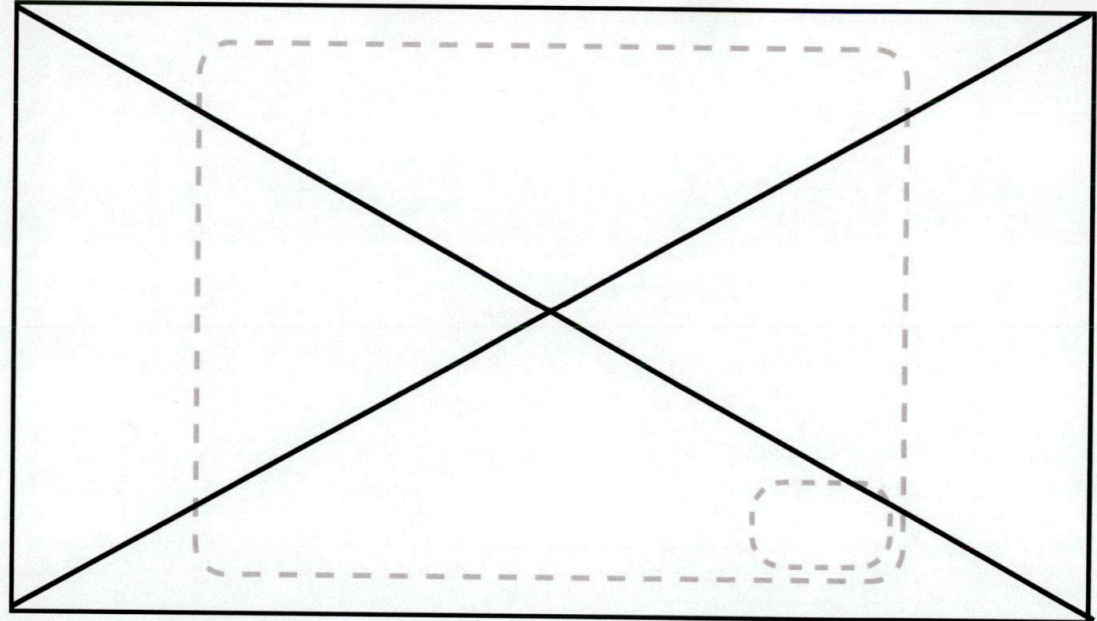
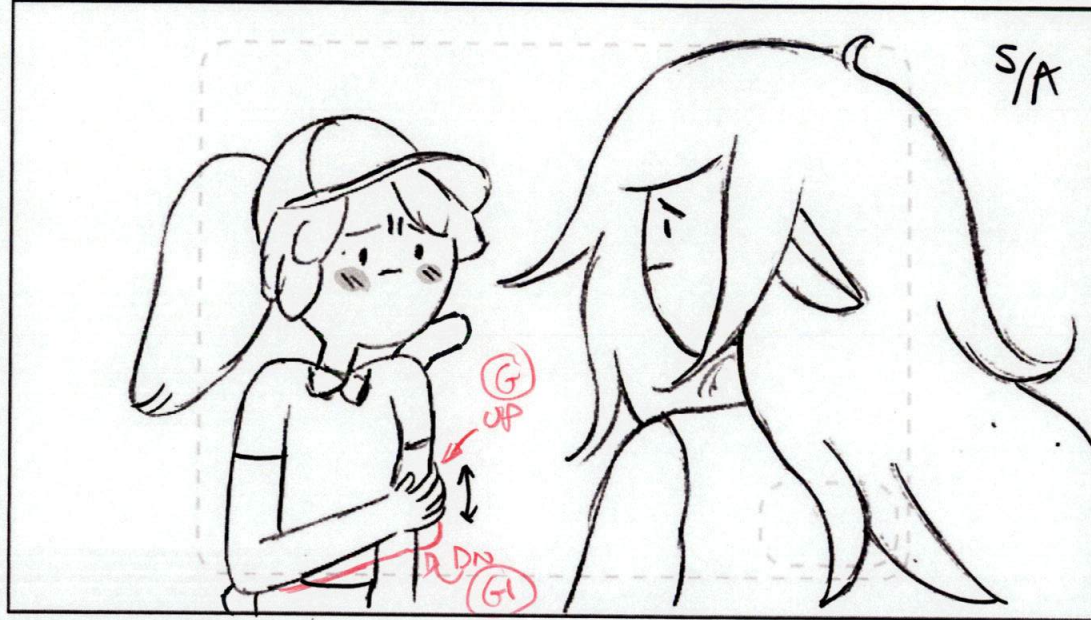
day night

Sc.

Pnl.

Bg.

Page **120**
NO PGS 121-122
 day night



Dialog:

(PB)

Action:

-PB GETS EMBARRASSED, RUBS ARM.

Timing:

FEB 04 2015

Production :

EPISODE # **1034-208**

1034/208

1034/208

1034/208

ADVENTURE TIME



Page 123

Sc. 79 *CONT* Pnl. H Bg. day night



Sc. 79 *CONT* Pnl. I Bg. day night

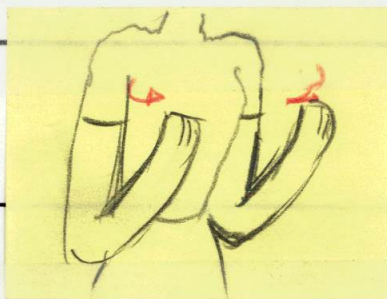


Dialog:

(PB) I DIDN'T ALWAYS HAVE TO WORRY
ABOUT SO MANY THINGS, YOU KNOW?
THE CANDY KINGDOM USED TO BE --

(PB) SO SMALL.

Action:



ARMS
TUP
W/ ACC
DOWN
(H2)

Timing:

FEB 04 2015

Production :

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ADVENTURE TIME



Sc. 79 *cont* Pnl. J Bg. day night



Sc. 79 *cont* Pnl. K Bg. day night Page 124



Dialog: (PB) SO ... MANAGEABLE.

(PB) BUT THEN IT KEPT GROWING AND GROWING!

FEB 04 2015

Action:

Timing:

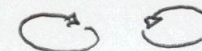
(K1)



(K2)



TWIST
ARMS
AROUND



Production :

EPISODE # 1034-208

1034/208

1034/208

ADVENTURE TIME



170
CJ

No Scenes

Page 125

Sc. 79 *CONT* Pnl. L Bg. 80-81 day night



Sc. 82 Pnl. A Bg. day night



Dialog: (PB) AND THERE WAS ALWAYS SOME
NEW DISASTER TO PREPARE
AGAINST.

(M)

FEB 04 2015

Action:

-M. LOOKS AWAY

Timing:

EPISODE #
1034/208

Production :

1034/208

ADVENTURE TIME



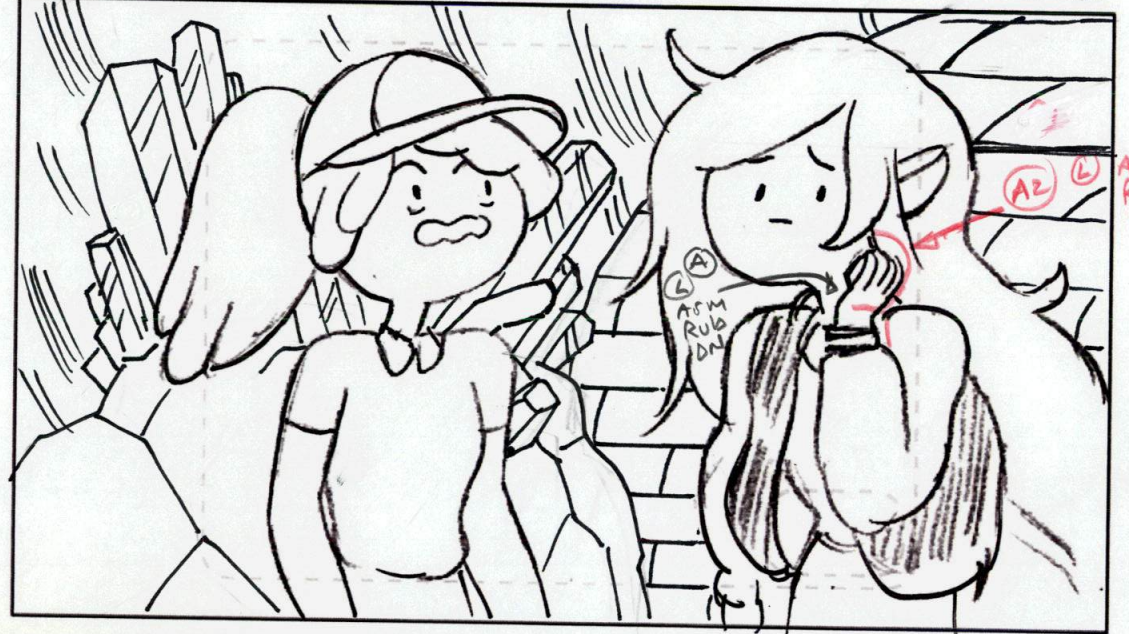
HV
CUT

Page 126

Sc. 82 CONT Pnl. B Bg. day night



Sc. 83 Pnl. A Bg. day night



ARM
RUBS
UP

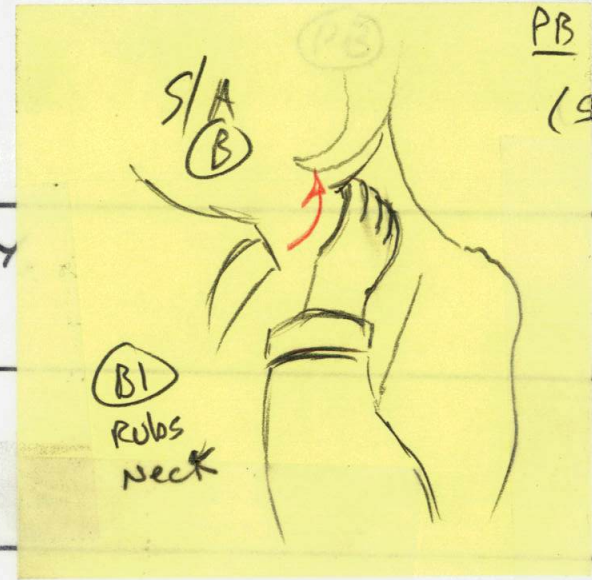
Dialog:

(M) IS THAT... WHY YOU STOPPED
TALKING TO ME...?

Action:

-M. RUBS NECK SELF-CONSCIOUSLY

Timing:



PB: NO! I ...UH...
(STAMMERING)



FEB 04 2015

EPISODE #

Production :

1034-208
1034/208

1034/208

ADVENTURE TIME



*Hu
Cut*

Page 127

*Hu
Cut*

Sc. 83 *cont* Pnl. B Bg. day night



Sc. 84 Pnl. A Bg. day night



Dialog:

o/s

M.V.: **GRRRRR** ————— **BOOWL**

Action:

- M + PB HEAR DEEP GROWLING NEARBY.

- PB + M. TURN TOWARDS CHASM

(AC)

Timing:

MVC
(B1) *☹* *☹*

FEB 04 2015



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1034-208

1034/208

Production :

1034/208

HU
CW

ADVENTURE TIME



Page 128

Sc. 85

Pnl. A

Bg.

day night



Sc. 85 CONT Pnl. B

Bg.

day night



Dialog:

Action:

-PB + M LOOK AT EACH OTHER

FEB 04 2015

Timing:

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Production :

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ADVENTURE TIME



Sc. 85 CONT Pnl. C

Bg.

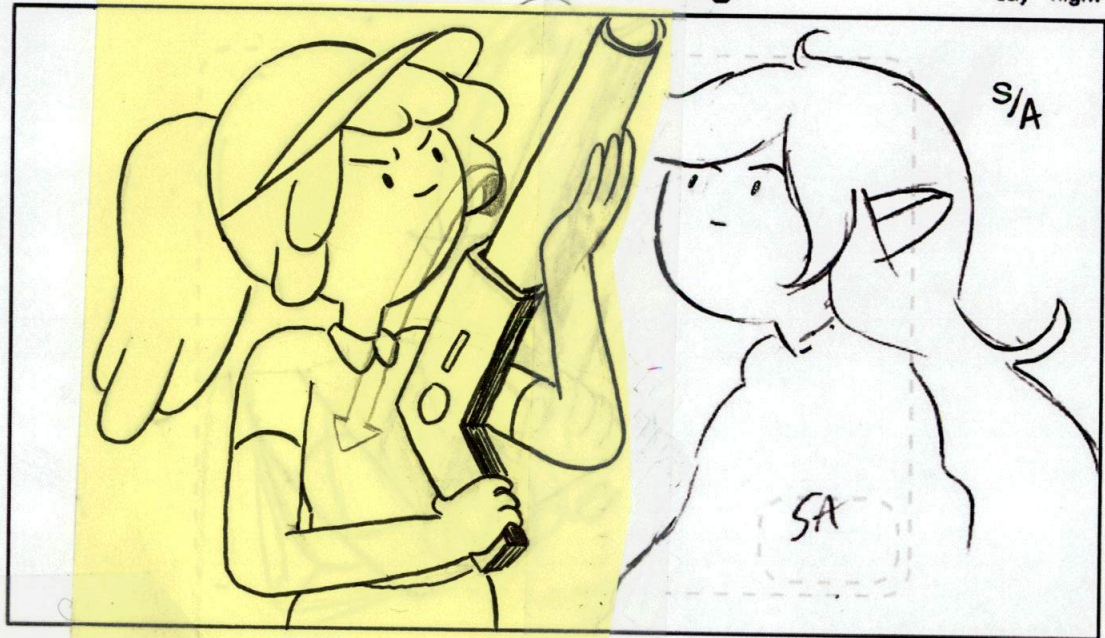
day night



Sc. 85 CONT Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

-PB NODS DECISIVELY.

-PB RAISES VARMIN'T GUN.

FEB 04 2015



EPISODE #

1034-208

1034/208

Production :

1034/208

Handwritten red mark, possibly initials or a signature.

Hu
GTA

ADVENTURE TIME



Page 130

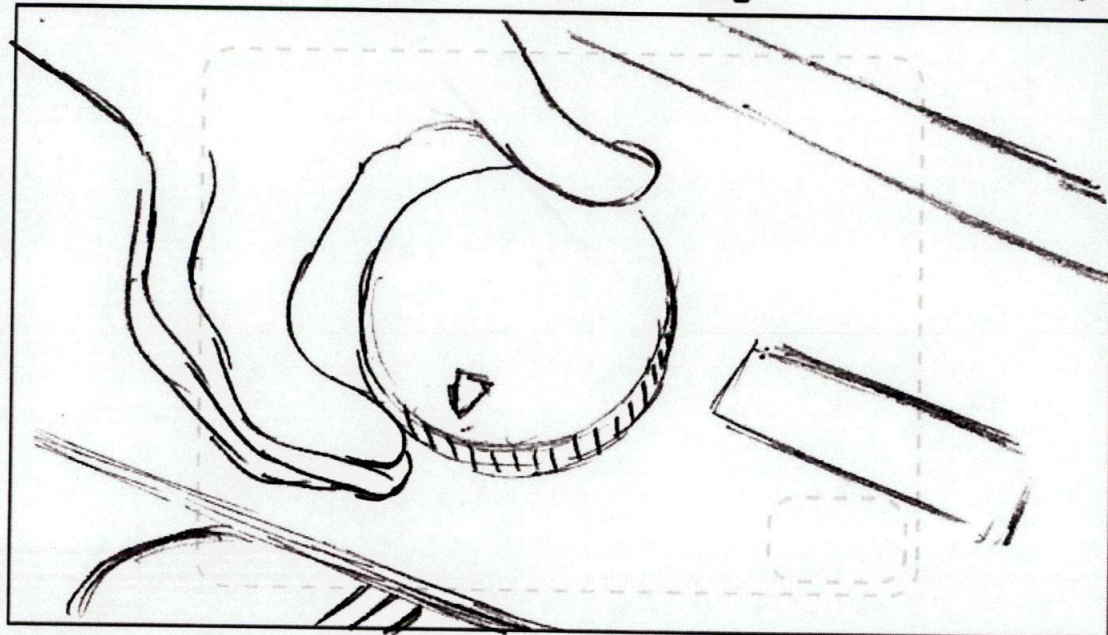
Hu
GTA

Sc. 86

Pnl. A

Bg.

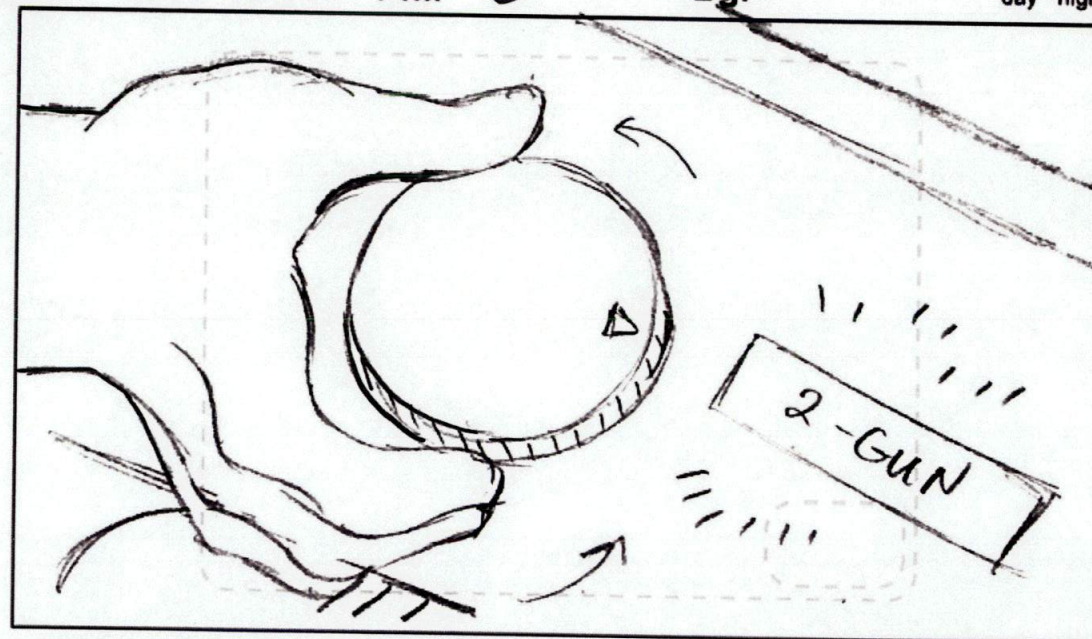
day night



Sc. 86 cont Pnl. B

Bg.

day night



Dialog:

SFX *CLICK*

Action:

- PB SETS VARMINT GUN TO '2-GUN' MODE.

Timing:

FEB 04 2015

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1034/208

Production :

1034/208

Hw
Cut

ADVENTURE TIME



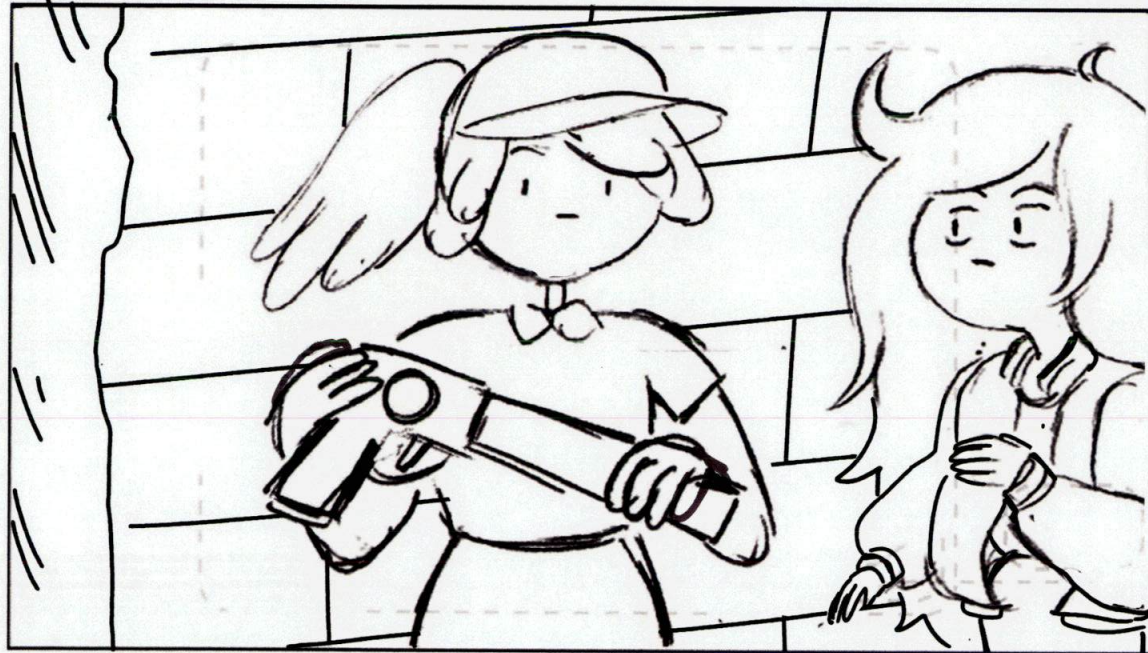
Page 131

Sc. 87

Pnl. A

Bg.

day night

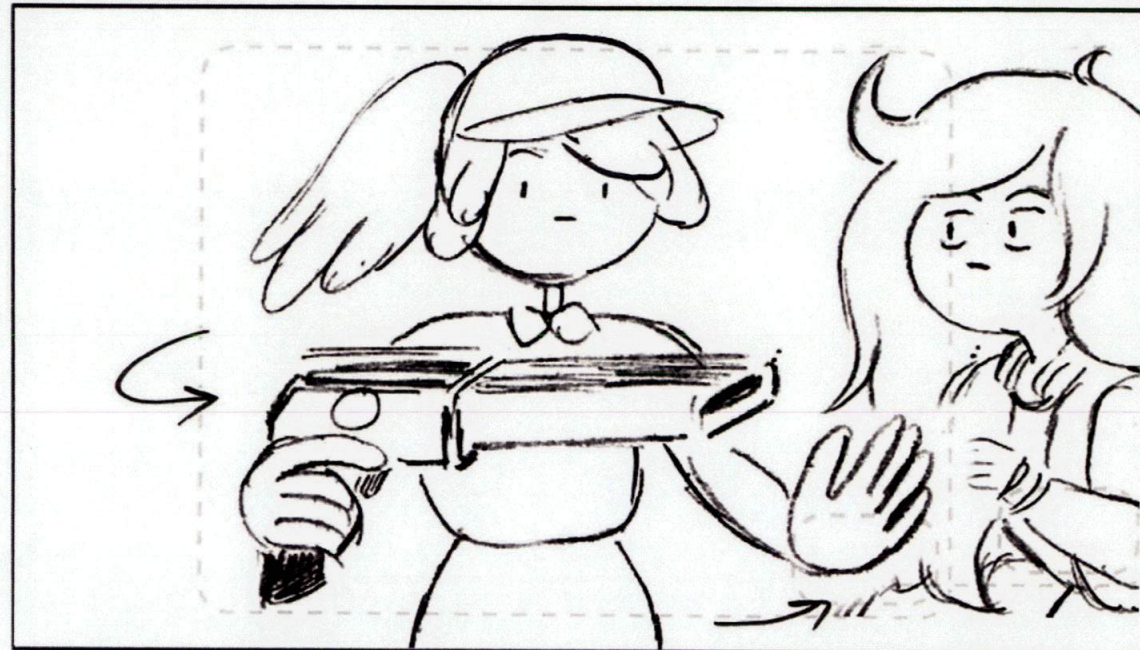


Sc. 87 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: *BLAM*

Action:

- PB TURNS VARMINT GUN

- PB CREATES SECOND GUN IN
HER OTHER HAND

FEB 04 2015

Timing:

EPISODE #

1034/208

1034-208

Production :

1034/208

ADVENTURE TIME

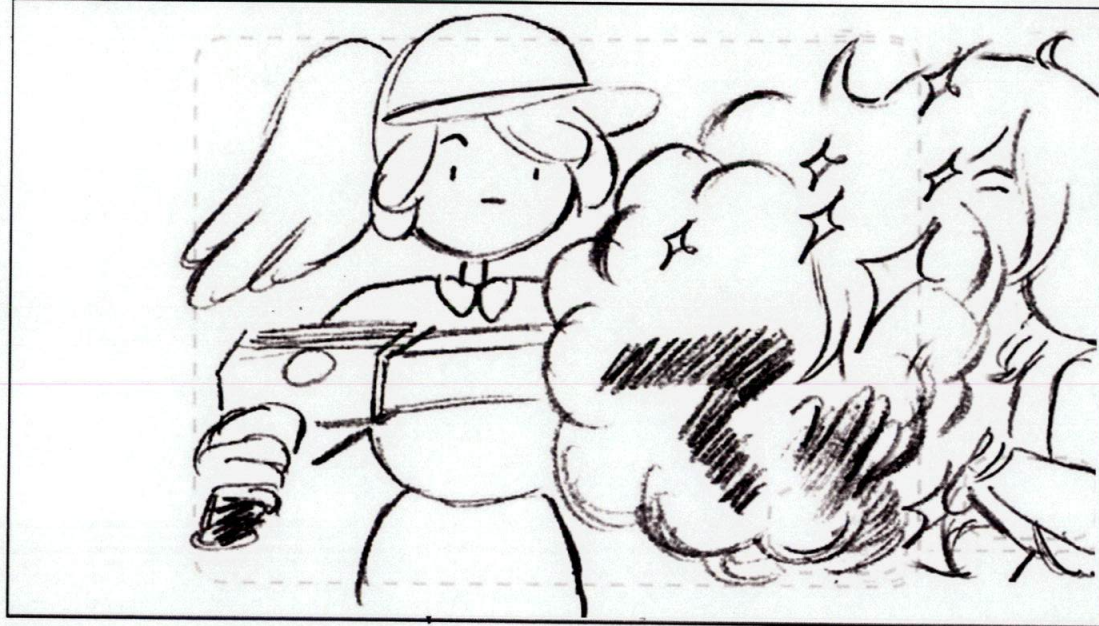


Page 132

Sc. 87 cont Pnl. C

Bg.

day night



Sc. 87 cont Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

SFX: *CCCRACK*



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EPISODE #

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Production :

1034/208

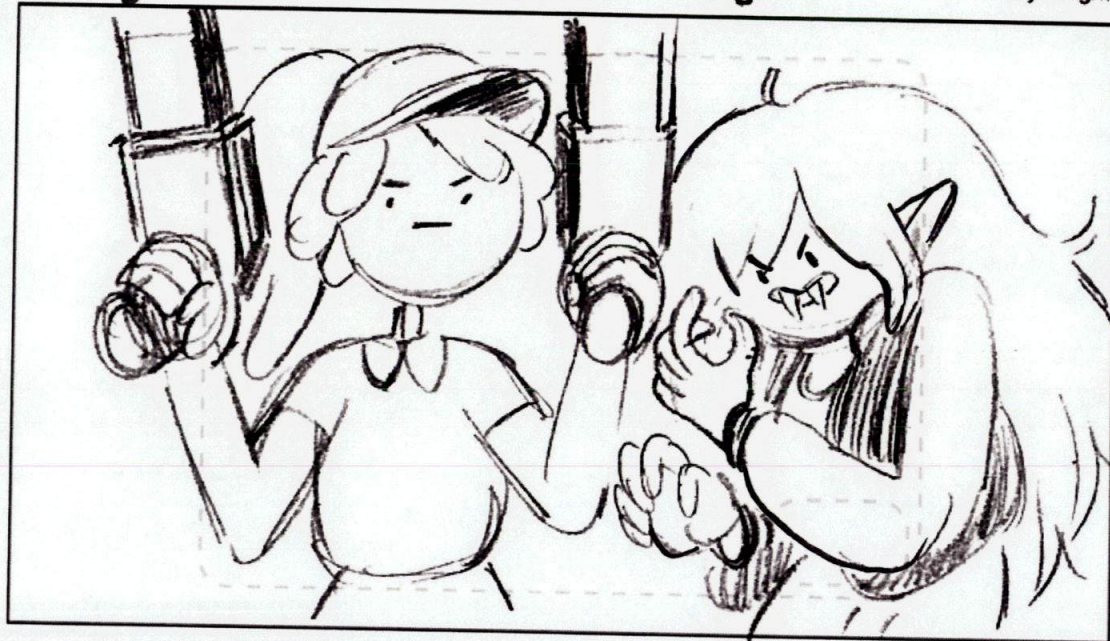
ADVENTURE TIME



Sc. 87 cont Pnl. E

Bg.

day night



Sc. 87 cont Pnl. F

Bg.

day night



Dialog:

MARCELING: <INHALE>

M: (LONG LOW GROWL)
RRRRRR

Action:

-M. STARTS TRANSFORMING

Timing:

FEB 04 2015

Production :

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1034/208

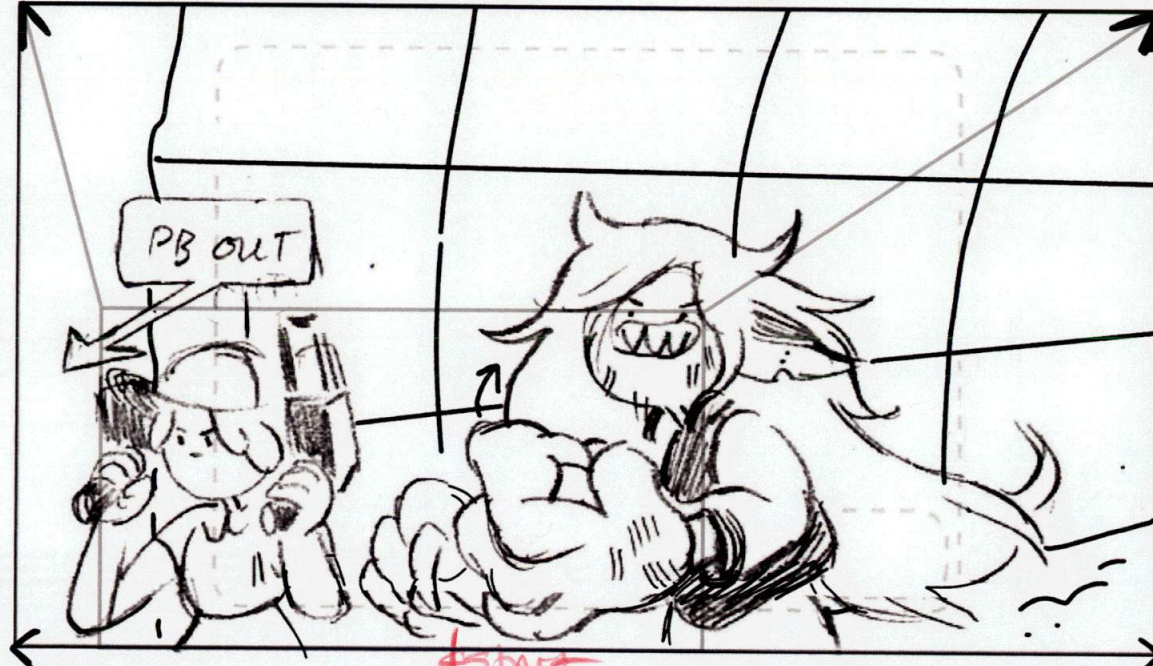
1034/208

ADVENTURE TIME

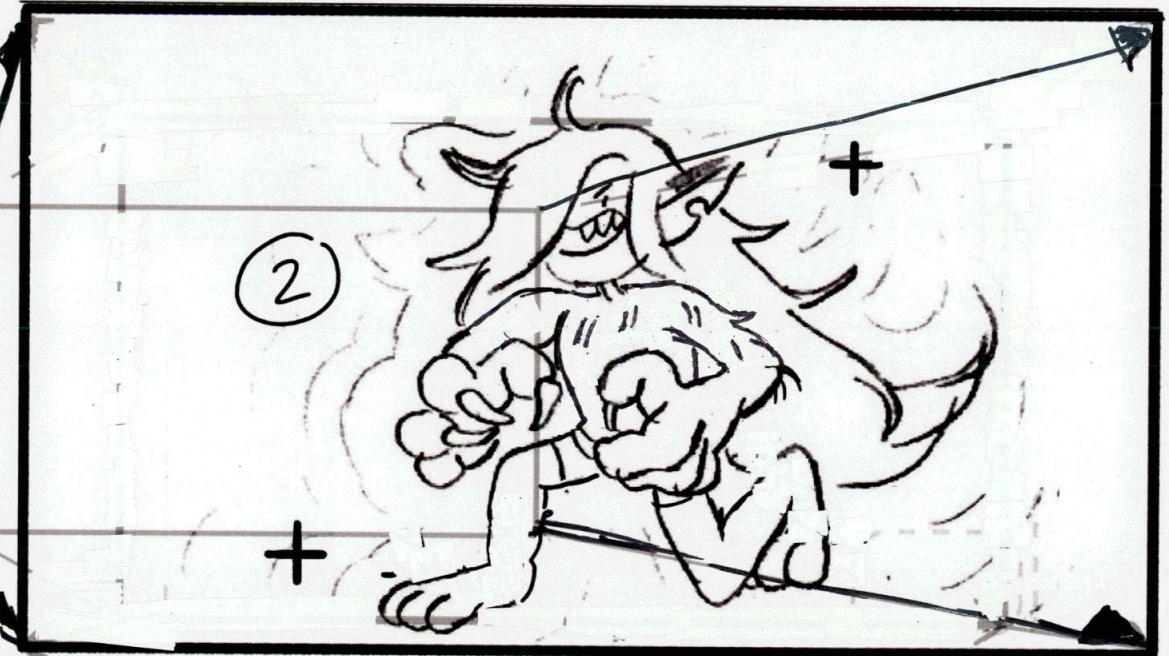


Page 134

Sc. 87 CONT Pnl. 6 Bg. day night



Sc. 87 CONT Pnl. H Bg. day night



Dialog:
 Diag truck out
 M: (LONG LOW GROWL)
 RRRRRR

Action:
 - camera out
 - PB HUSTLES OFF/S.
 - camera out as M IS TRANSFORMING

Timing:



1034/208

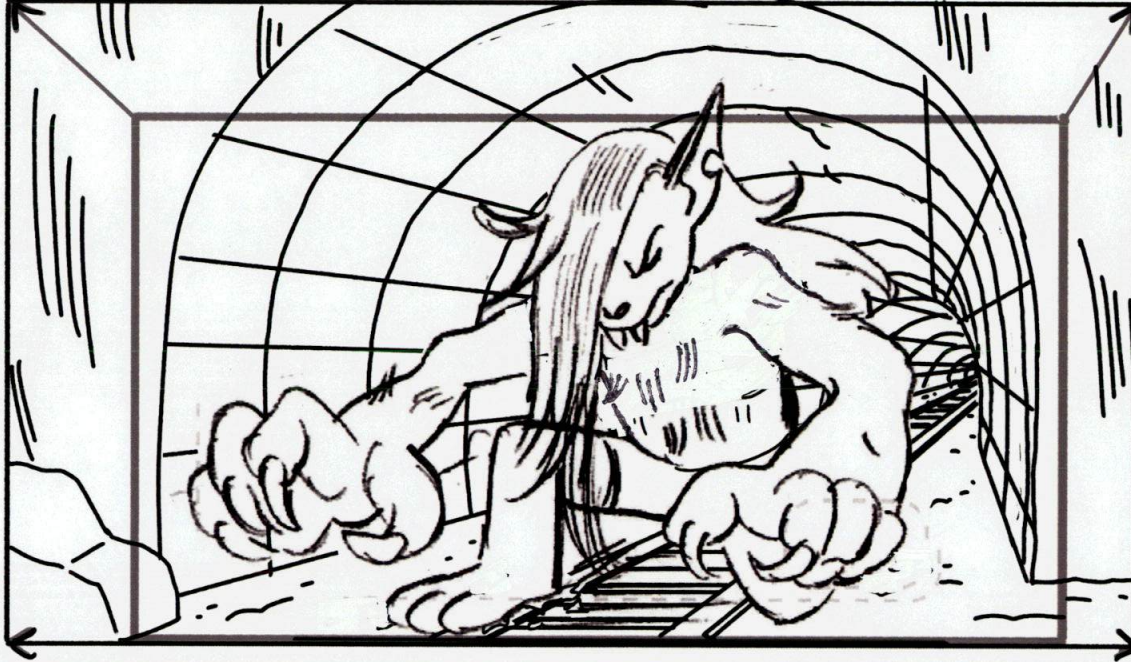
EPISODE # 1034-208

ADVENTURE TIME



Page 135

Sc. 87 CONT Pnl. I Bg. day night



Sc. 87 CONT Pnl. J Bg. day night



Dialog:

M: (LONG LOW GROWL)
RRRRRR

Action:

- M. FORMS INTO HONEY BADGER MONSTER

- M. TOSSES HEAD BACK

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

1034/208

ADVENTURE TIME



Page 136

Sc. **87 CONT** Pnl. **K** Bg.

day night



Sc. **88** Pnl. **A** Bg.

day night



Dialog:

Action:

Timing:



HISSSSS

FEB 04 2015

Production :

EPISODE #

1034-208

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1034/208

ADVENTURE TIME



cut

Page 137

Sc. 88 *cont* Pnl. B

Bg.

day night

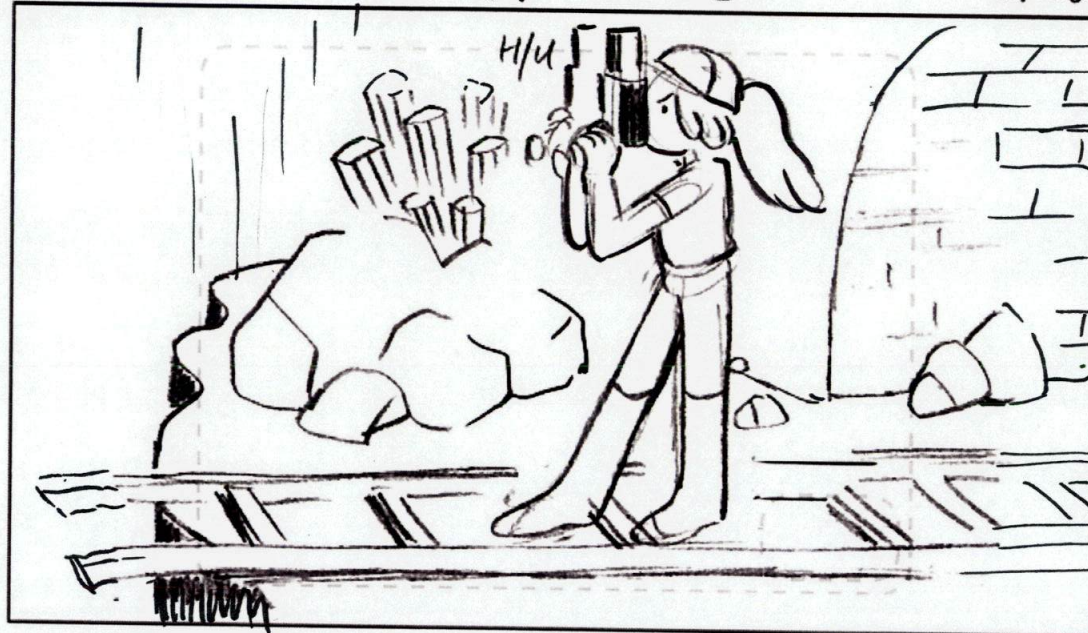


Sc. 89

Pnl. A

Bg.

day night



Dialog:

(V)
M.V.: [GROWLING APPROACHING]

Action:

HAIR FALLS BACK DOWN

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

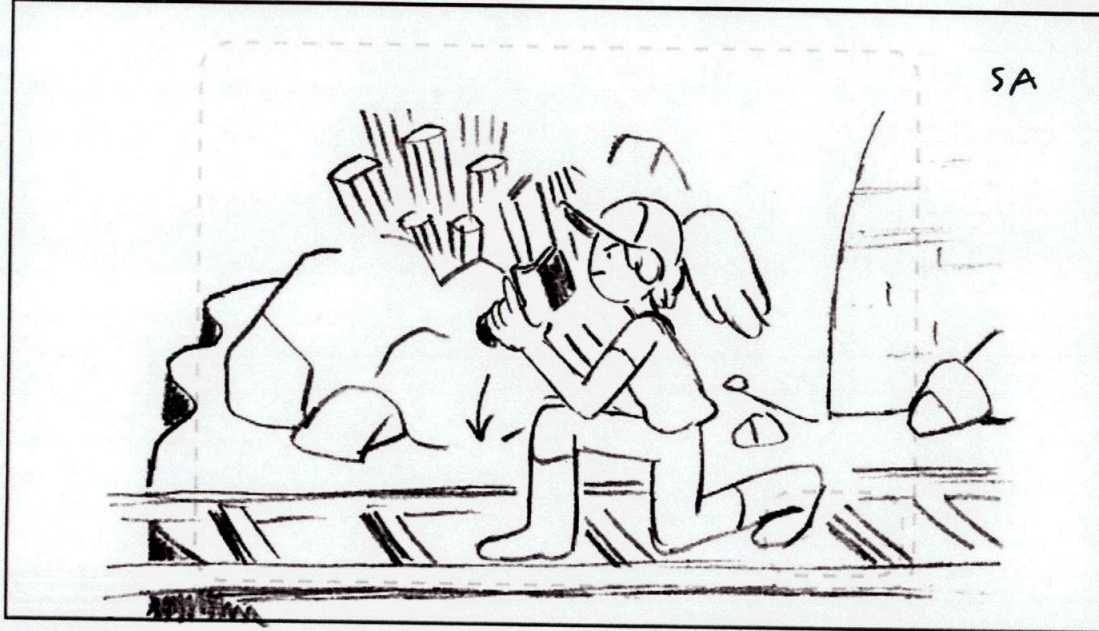
1034/208

ADVENTURE TIME



Page 138

Sc. 89 *cont* Pnl. B Bg. day night



Sc. 89 *cont* Pnl. C Bg. day night



Dialog:

Action:

-PB DROPS TO ONE KNEE.

-PB AIMS

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

1034/208

Ho Cut

Ho
cut

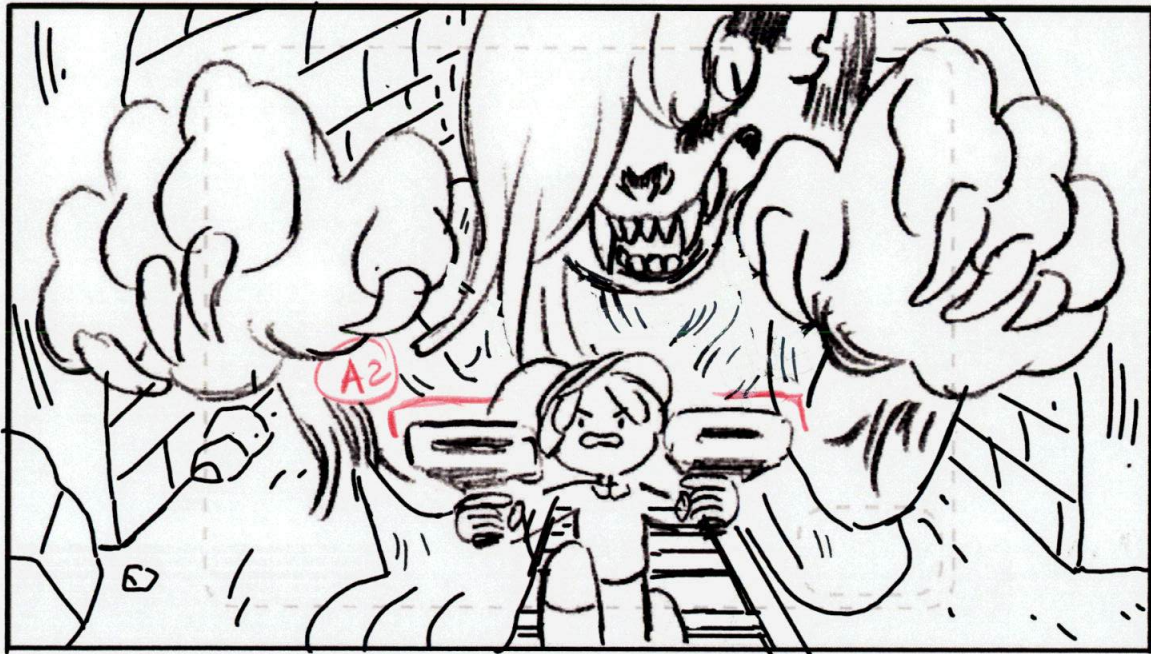
ADVENTURE TIME



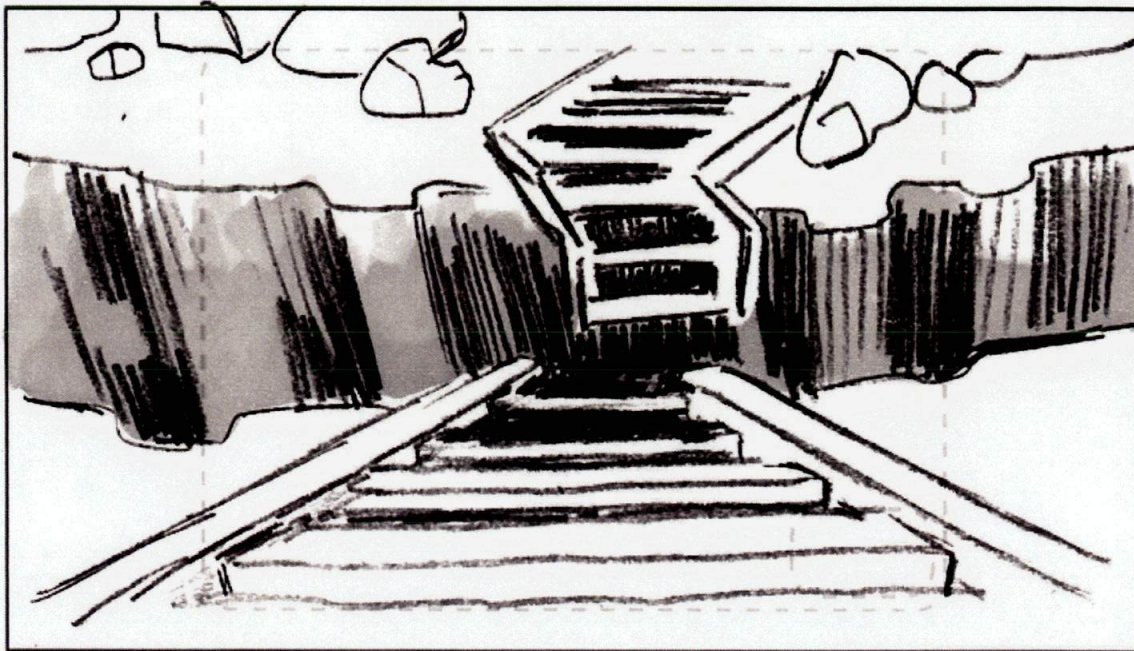
cut

Page 139

Sc. 90 Pnl. A Bg. day night



Sc. 91 Pnl. A Bg. day night



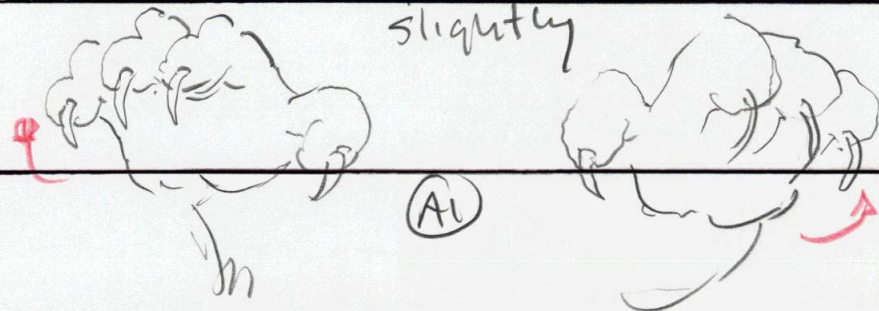
Dialog:

(PB) BRING IT, YA DERN
PUMPKIN' MUNCHERS

Action:

opens paws
slightly

Timing:



FEB 04 2015

1034/208

EPISODE #

1034/208 1034-208

Production :

ADVENTURE TIME

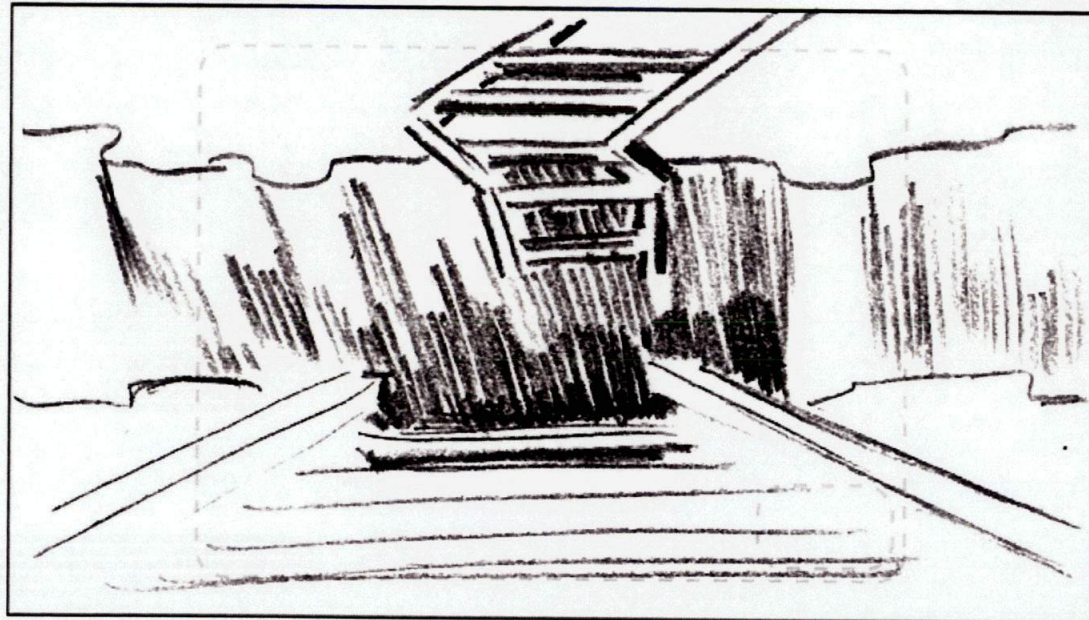


Page 140

Sc. 91 CONT Pnl. B

Bg.

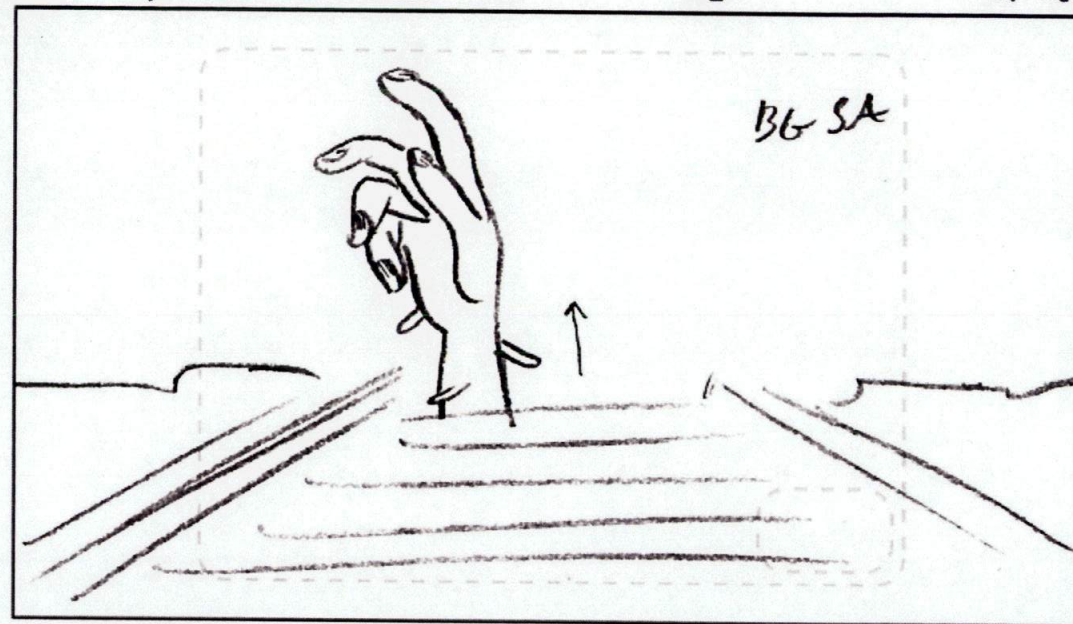
day night



Sc. 91 CONT Pnl. C

Bg.

day night



Dialog:

MV: GRRRRR

Action:

- M.V. REACHES ON/S.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

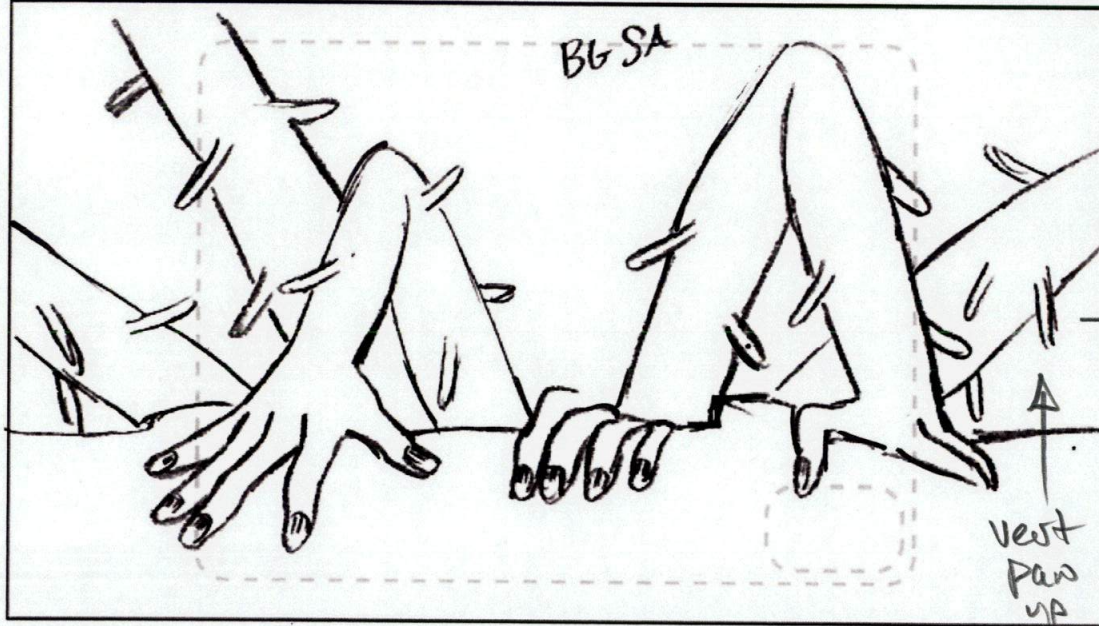
1034/208

ADVENTURE TIME

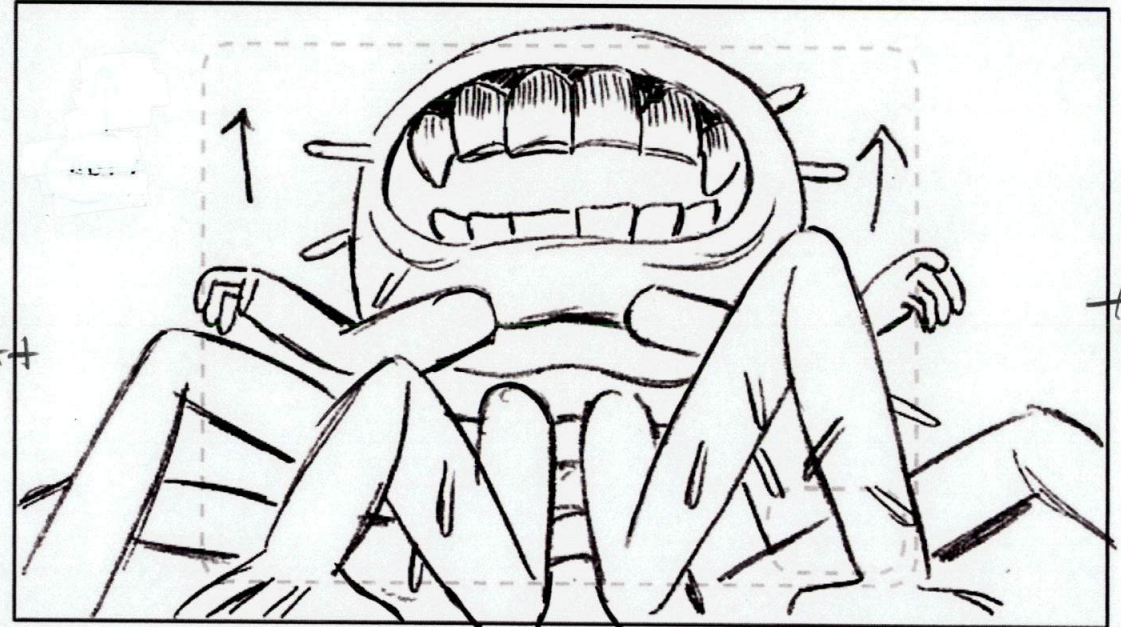


Page 141

Sc. 91 CONT Pnl. D Bg. day night



Sc. 91 CONT Pnl. E Bg. day night



Dialog:

Vert pan
up w/ M.V.A.S.

MOTHER
VARMINT:

GROOOOWL

Action:

- MORE ARMS CLIMB ON/S.

- MOTHER VARMINT PULLS HERSELF
INTO VIEW. ADJ W/ ACTION.

Timing:

FEB 0.4 2015

Production :

EPISODE #

1034-208

1034/208

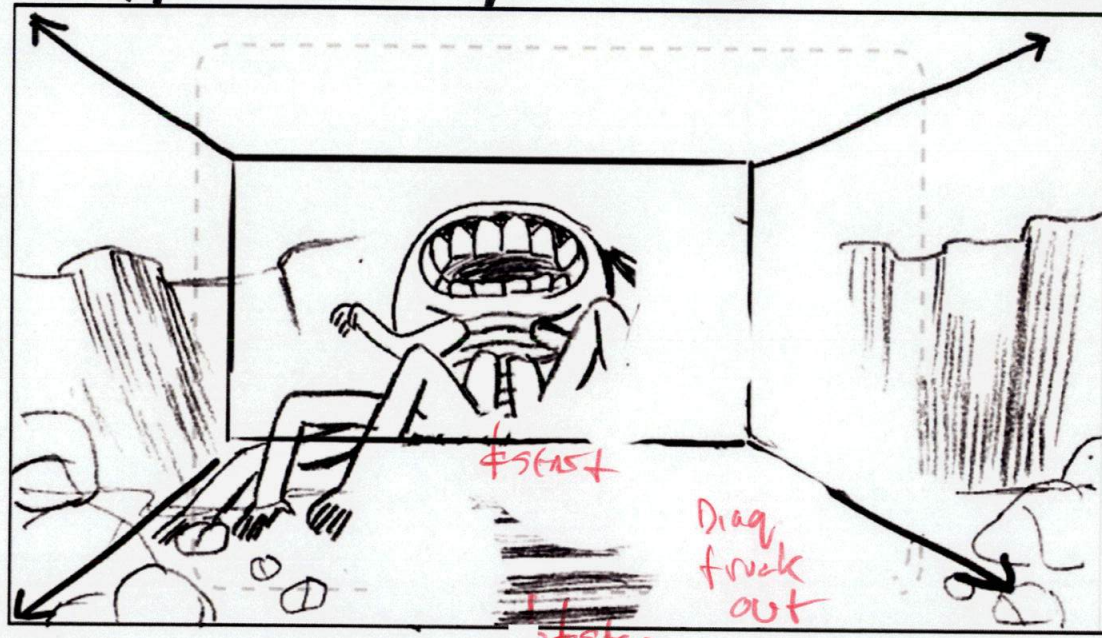
1034/208

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ADVENTURE TIME



Sc. **91 CONT** Pnl. **F** Bg. day night

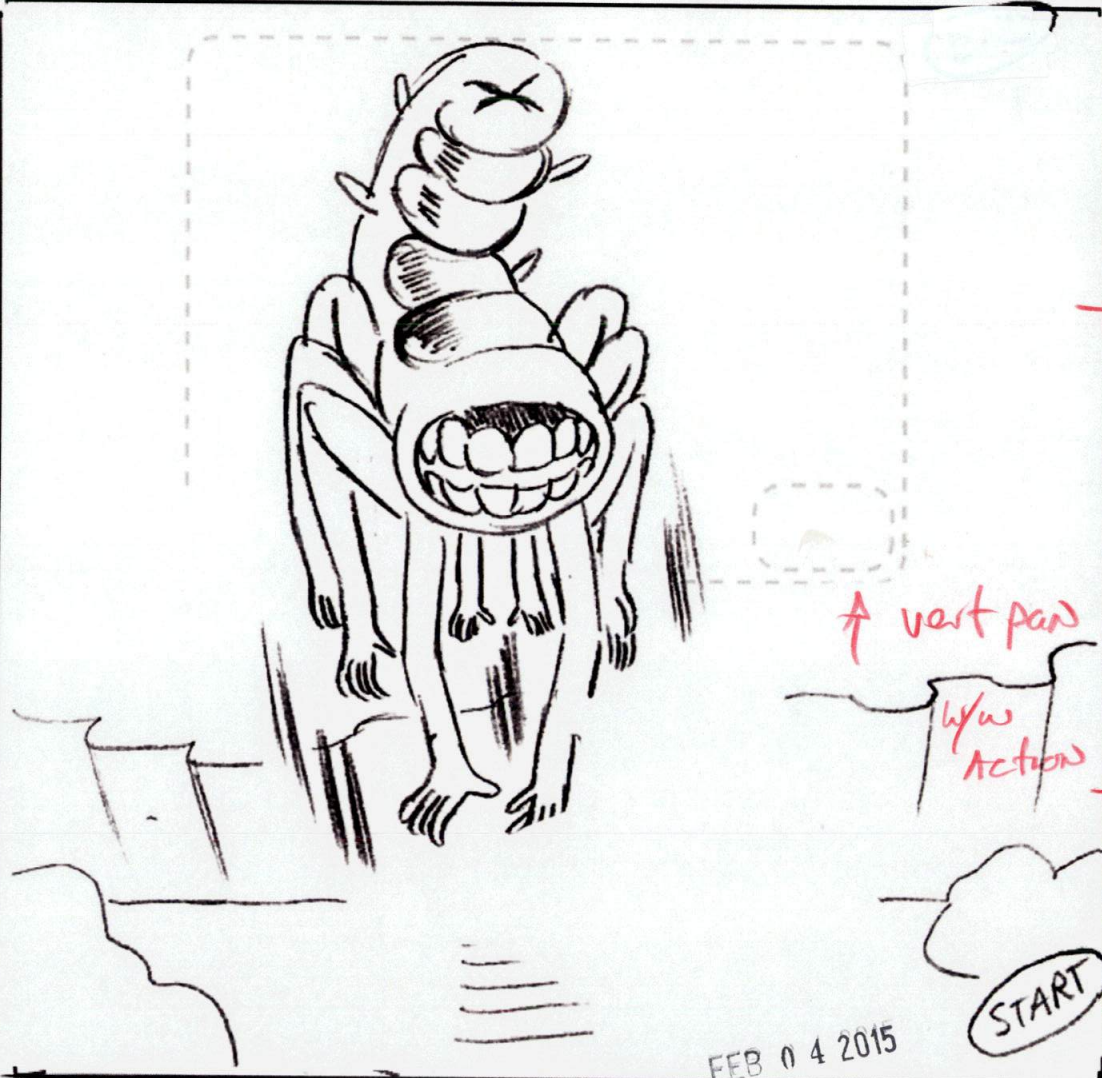


Dialog: (BIGGER)
M.V.: RRRROOOWLLL
SFX: SKRCH SKRICH SKRICH

Action:

Timing: -TRUCK OUT TO INCLUDE M+PB.

Sc. **91 CONT** Pnl. **G** Bg. day night



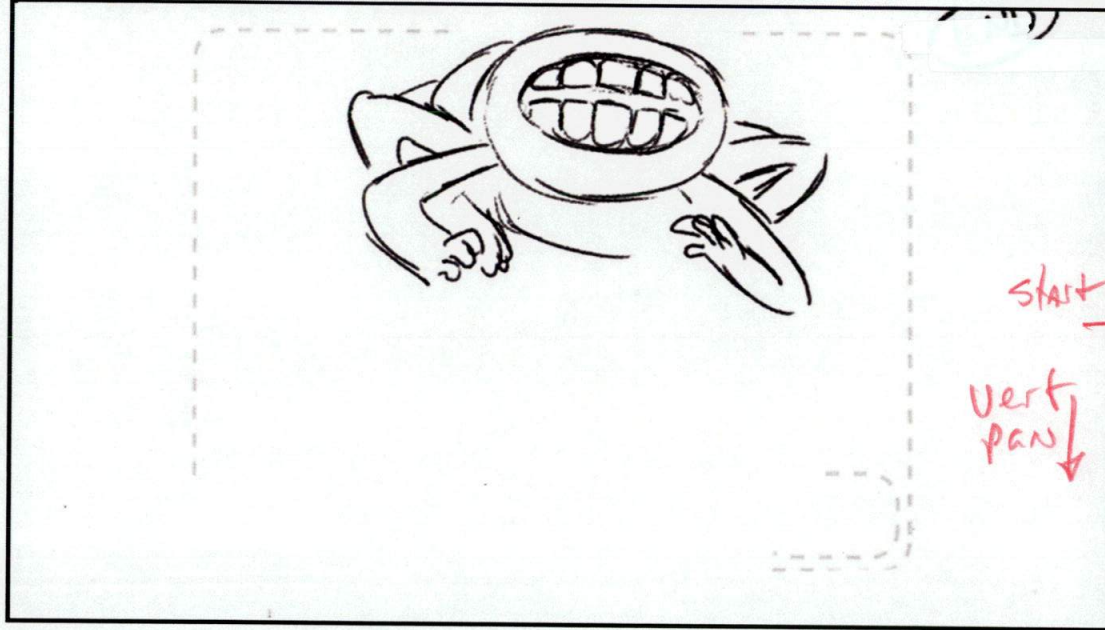
- M.V. LEAPS OUT OF CHASM.
- CAMERA PANS W/ ACTION

1034-208
EPISODE #
1034/208
Production :

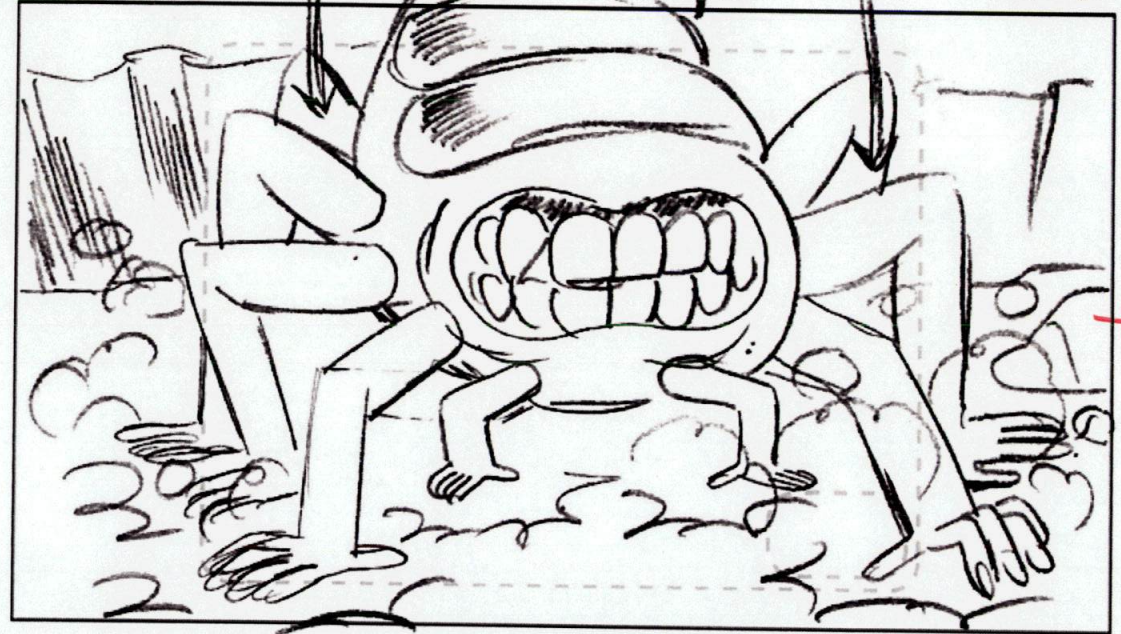
ADVENTURE TIME



Sc. **91 CONT** Pnl. **H** Bg. day night



Sc. **91 CONT** Pnl. **I** Bg. day night



Page **142A**
142 NEXT
cut

Dialog:

Action:

- M. VARMINT LANDS

Timing:

SFX: **THMP**

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

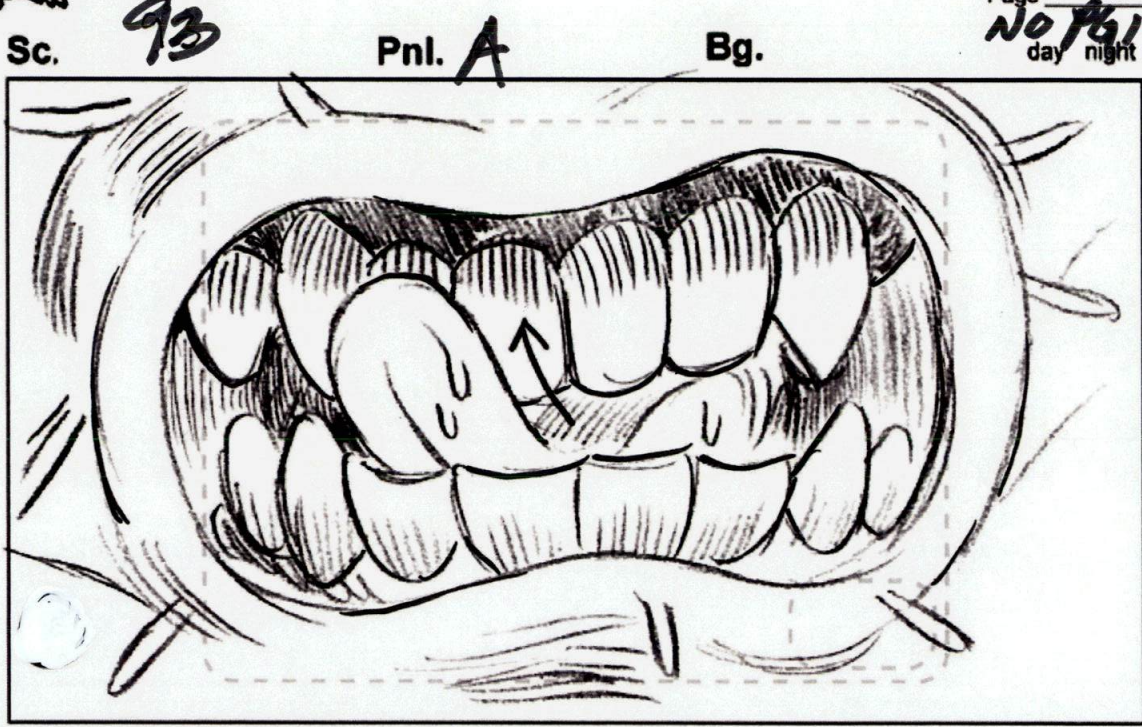
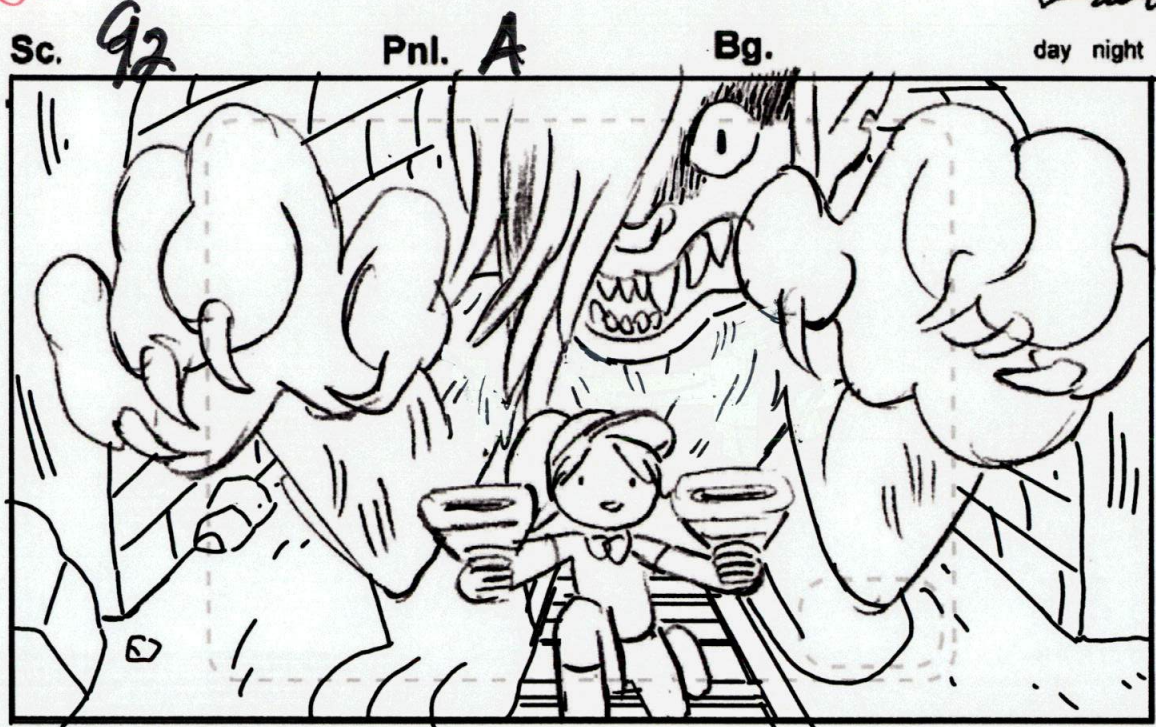
1034/208

ADVENTURE TIME



Cut

Page 143
No Pg 144
day night



Dialog: (N) IT'S A FREAKIN' MOTHER VARMINT!

Action:

Timing:



MV: [GROSS LICKING]

(A)

FEB 04 2015

EPISODE #

Production :

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1034/208

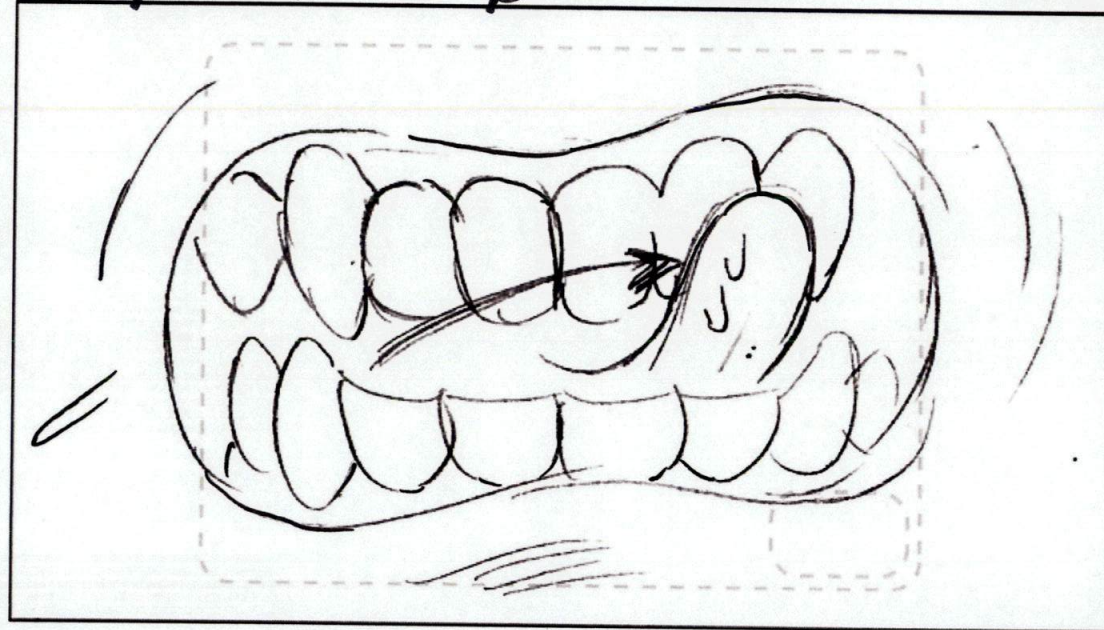
1034/208

ADVENTURE TIME



Sc. **93 CONT** Pnl. **B** Bg.

day night



Sc. **93 CONT** Pnl. **C** Bg.

Page **145**

day night



Dialog:

MV: [GROSS
LICKING]

SFX: * SHKK *

Action:

RUNS TONGUE ALONG TEETH

-MV REVEALS 2ND ROW OF TEETH

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

1034/208

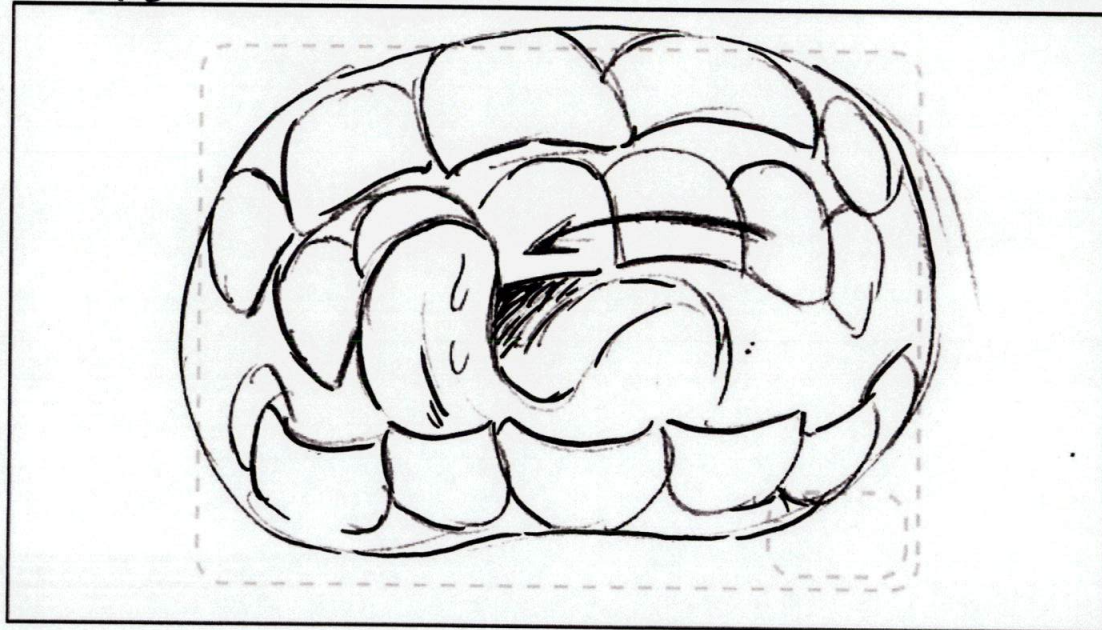
ADVENTURE TIME



Handwritten red text: "Hw" and "Cw"

Page 146

Sc. 93 CONT Pnl. D Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:

M.V.: GRRRH

Action:

Timing:

FEB 04 2015

EPISODE #

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1034/208

Production :

1034/208

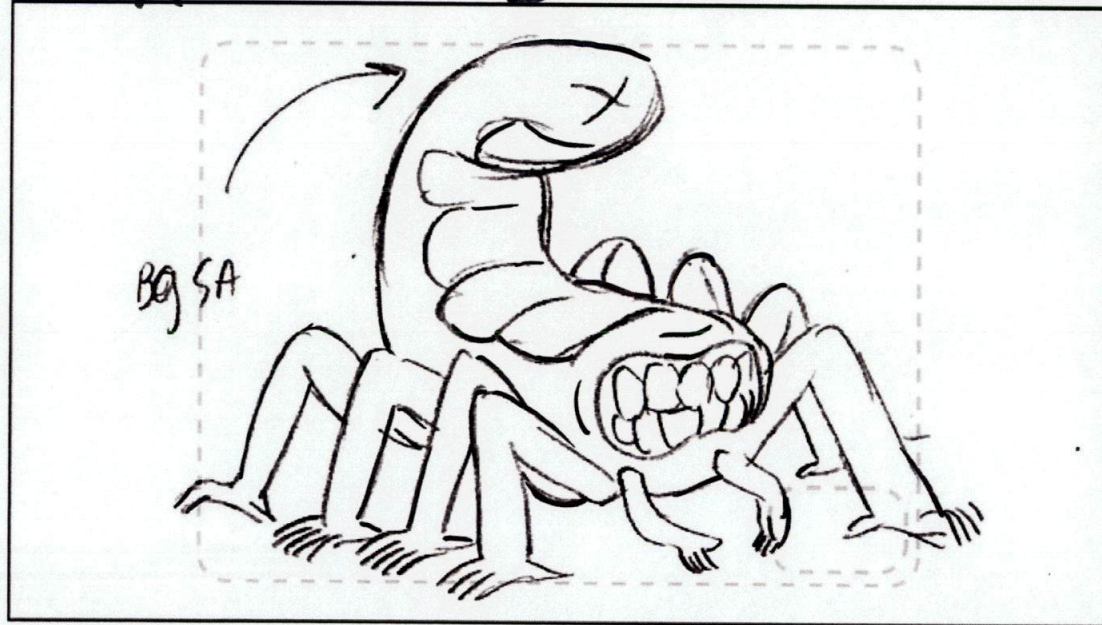
1034/208

ADVENTURE TIME

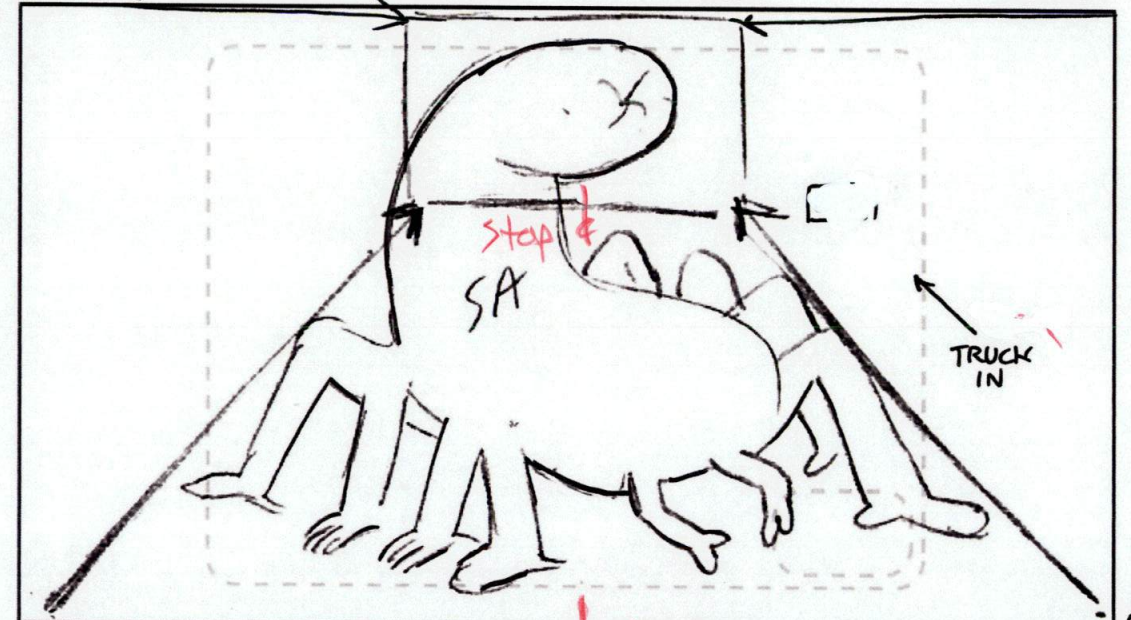


Page 147

Sc. 94 CONT Pnl. B Bg. day night



Sc. 94 CONT Pnl. C Bg. day night



Dialog:

Action:

- MV FLIPS TAIL FORWARD.

- CAMERA IN ON TAIL

Timing:

FEB 04 2015

EPISODE #

Production :

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1034/208

ADVENTURE TIME

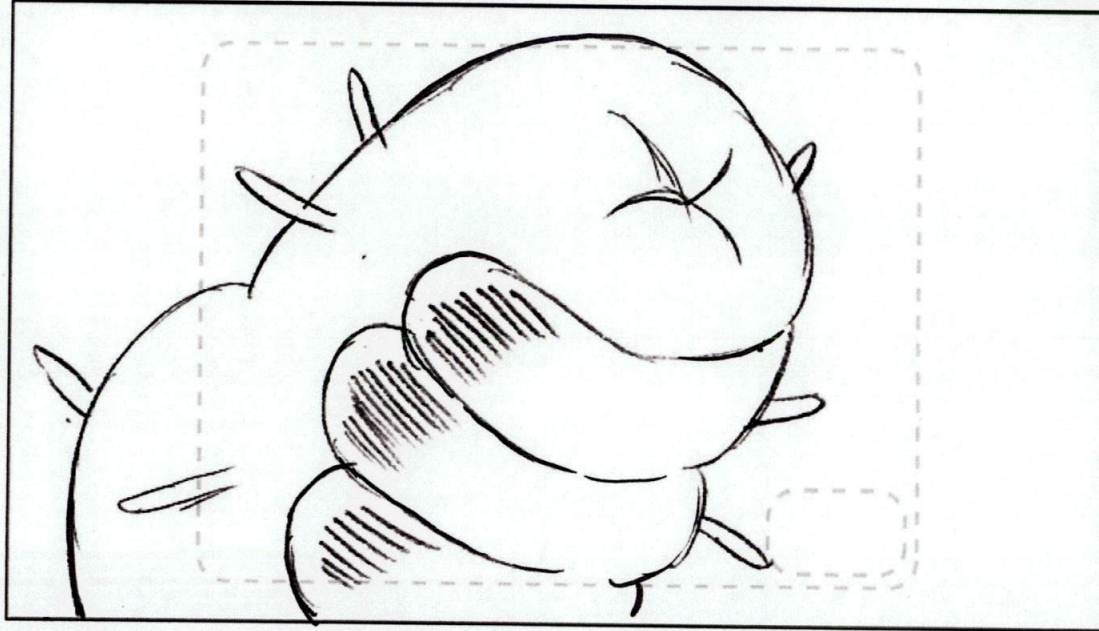


Page **148**

Sc. 94 *CONT* Pnl. D

Bg.

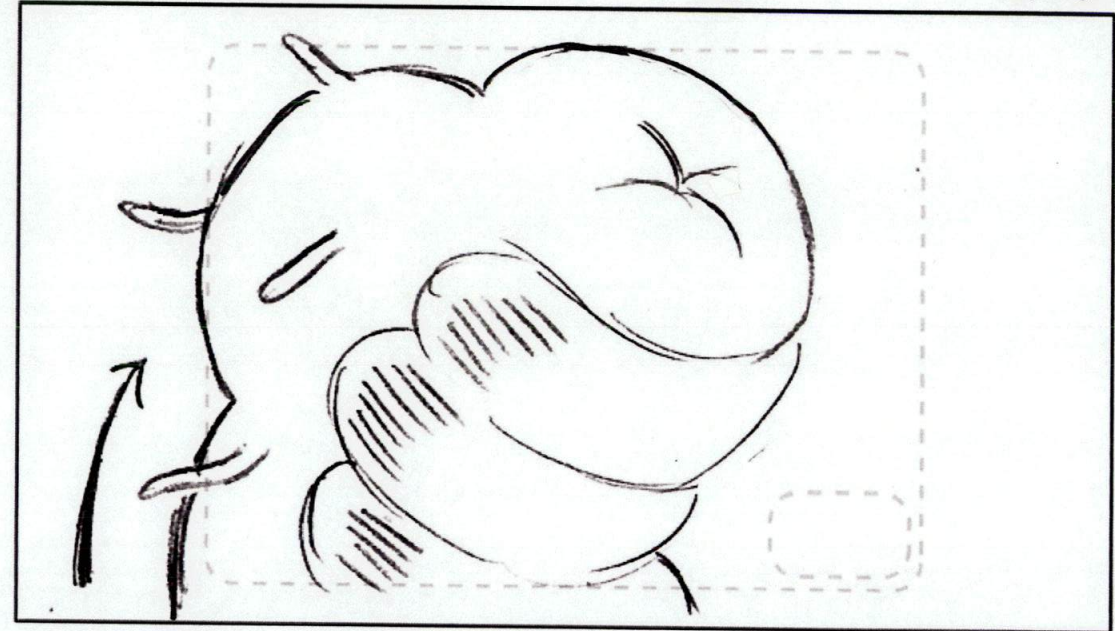
day night



Sc. 94 *CONT* Pnl. E

Bg.

day night



Dialog:

Action:

- BUMP TRAVELS UP TAIL.

Timing:

FEB 04 2015

Production :

EPISODE # 1034-208

1034/208

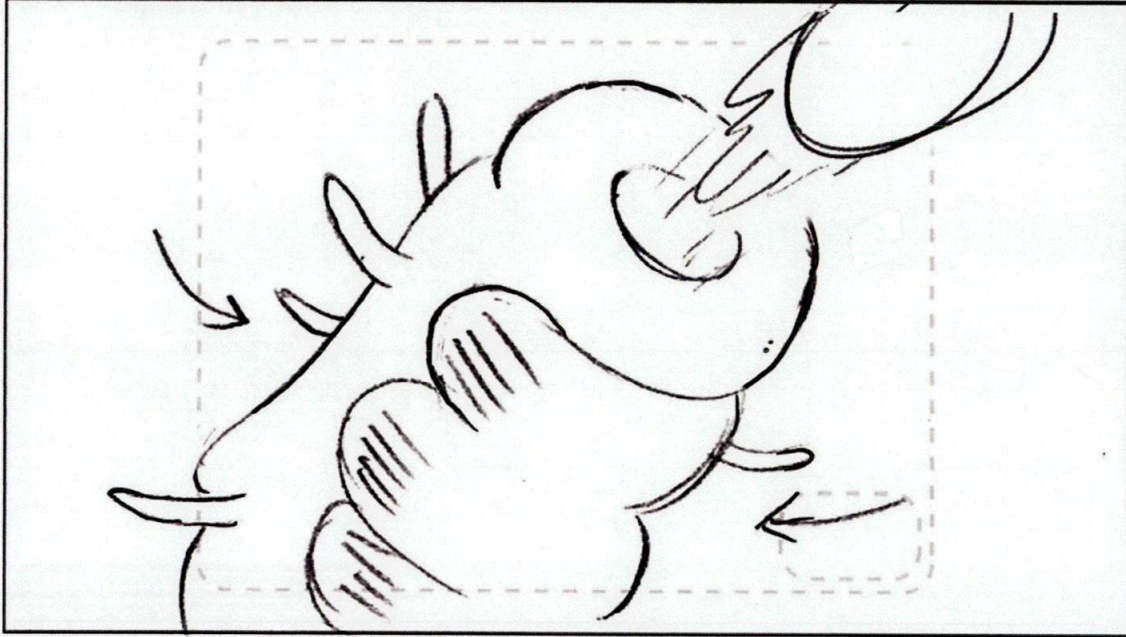
1034/208

ADVENTURE TIME

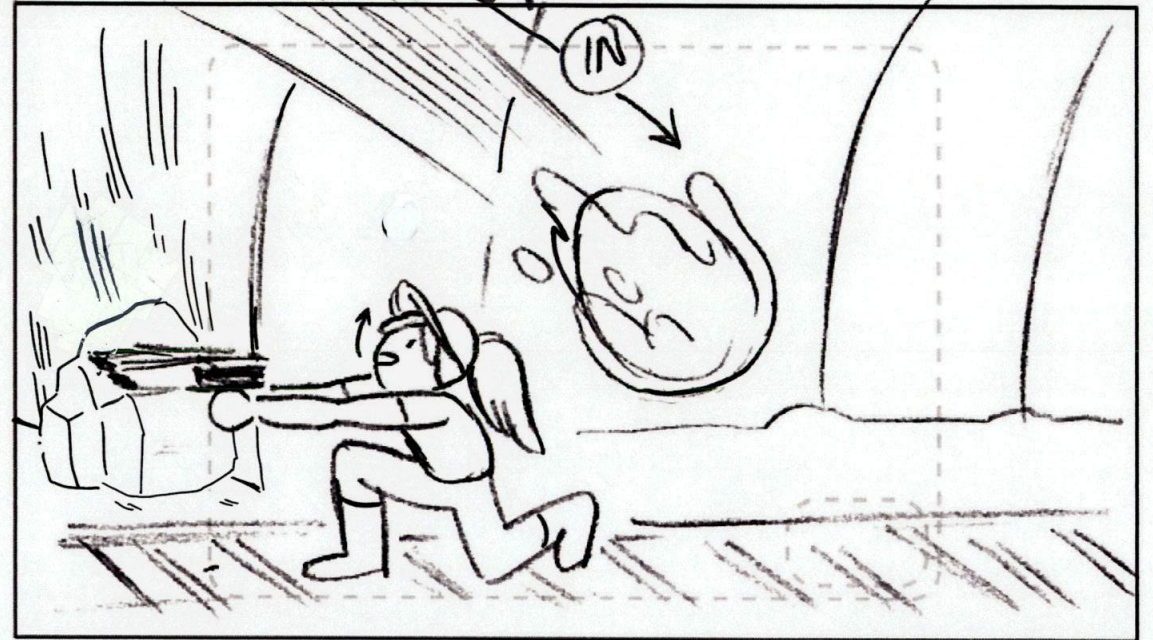


Page 149

Sc. 94 CONT Pnl. F Bg. day night

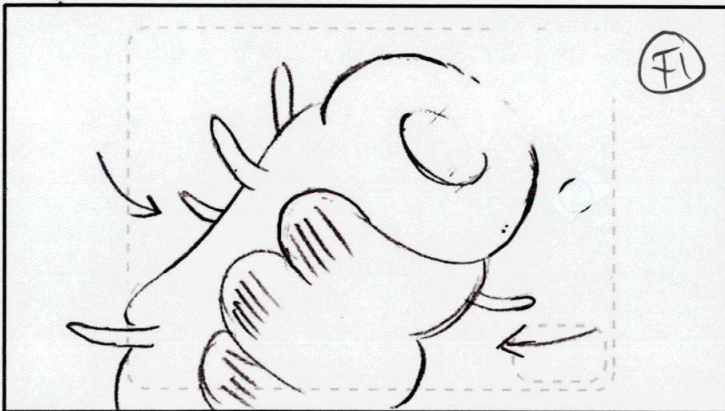


Sc. 95 Pnl. A Bg. day night



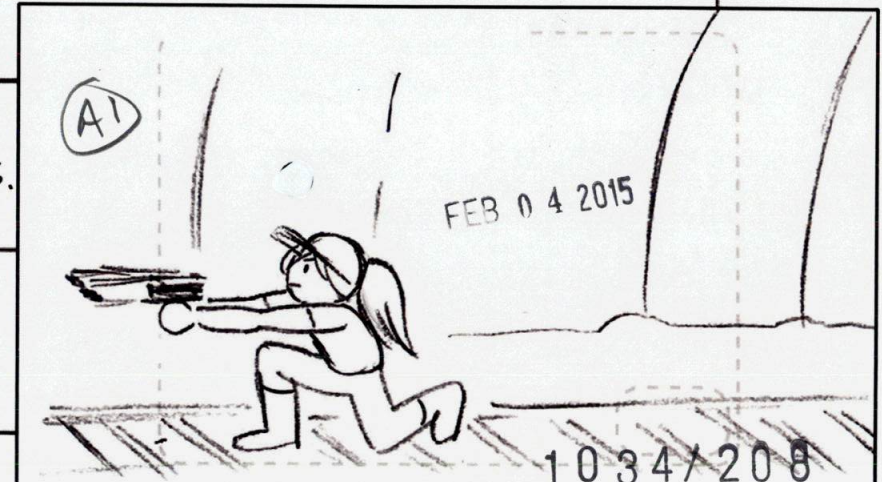
Dialog:

SFX: CHOOOP



-TAIL SHOOT
OUT EGG.

-EGG FLIES ON/S
-PB TRACKS EGG.



1034-208

EPISODE #

1034/208

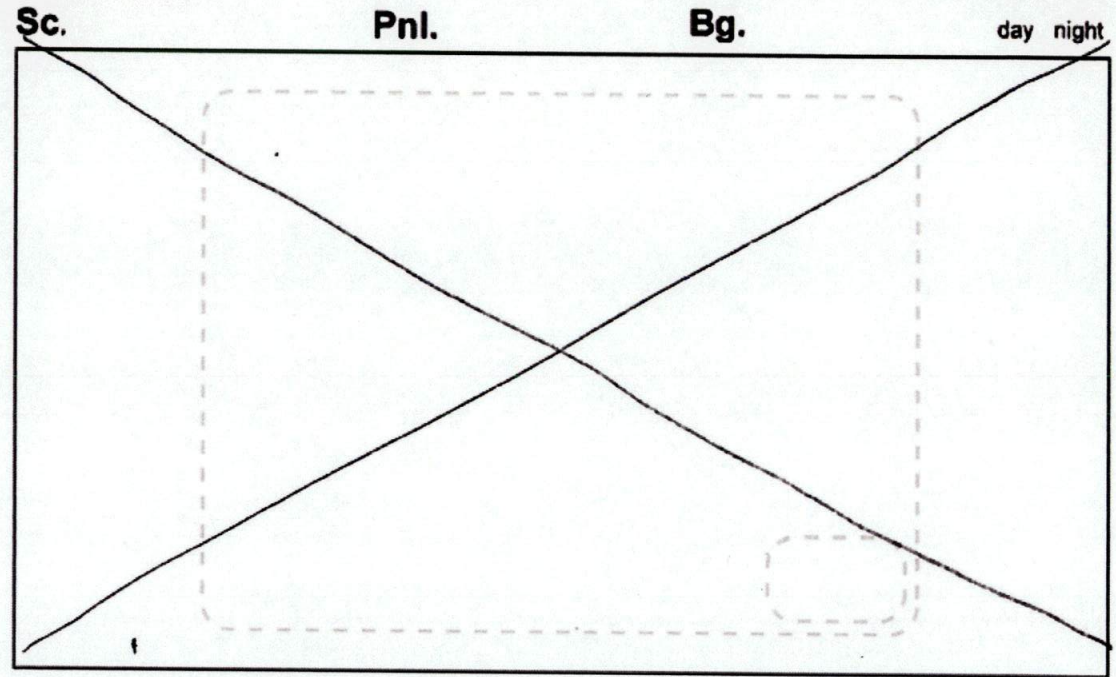
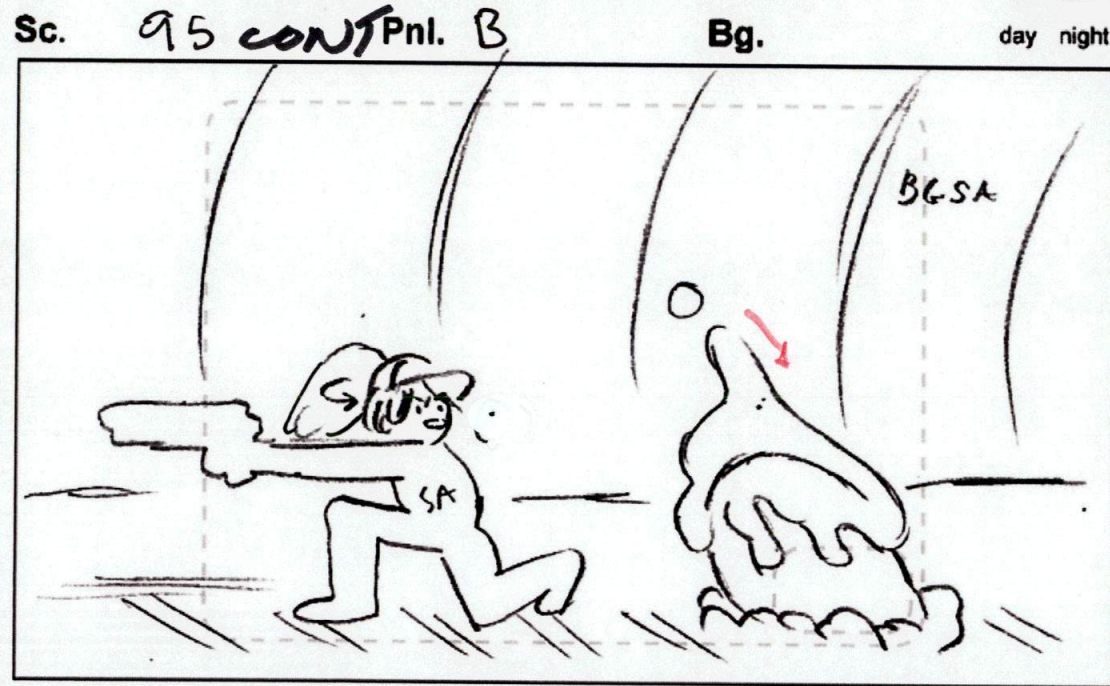
1034/208

ADVENTURE TIME



CW

Page 150



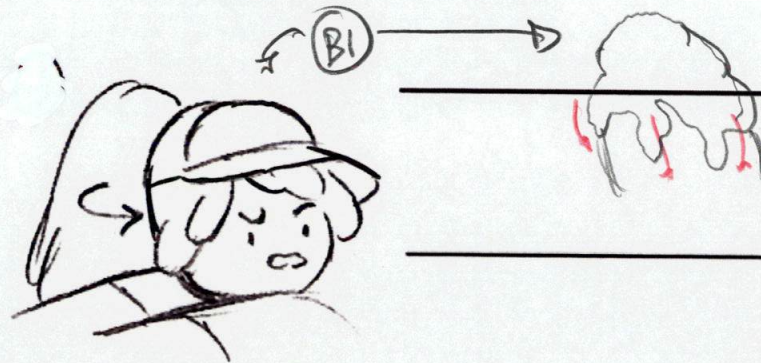
Dialog:

SFX: THUNK PB/ [disgust noise]

Action:

- EGG EMBEDS IN GROUND.
- PB LOOKS AT EGG

Timing:



FEB 04 2015

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EPISODE #

1034/208

Production :

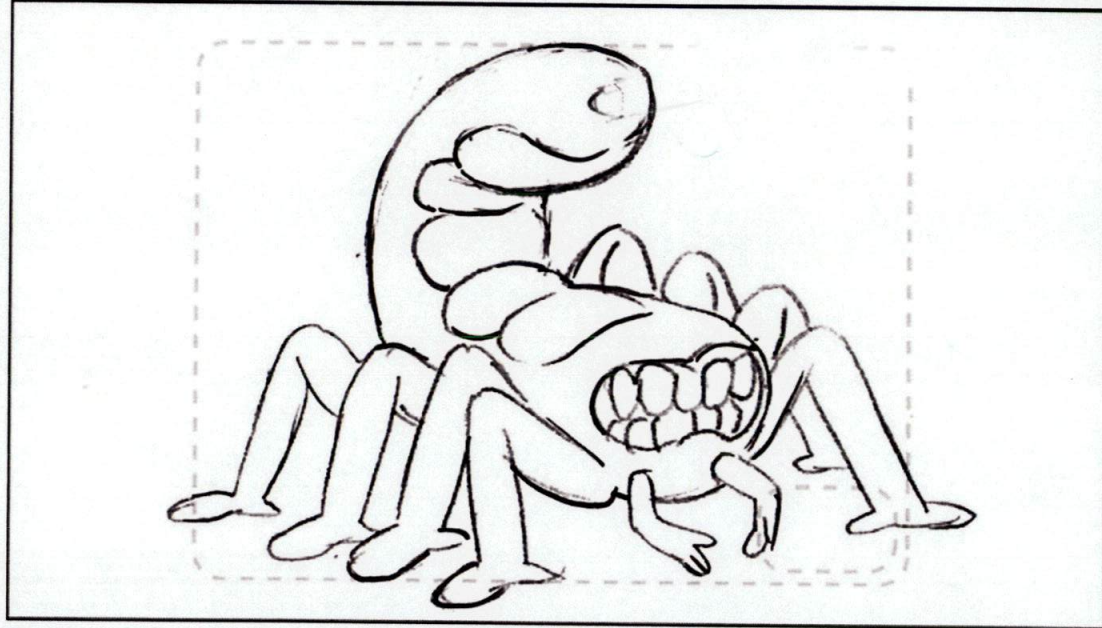
1034/208



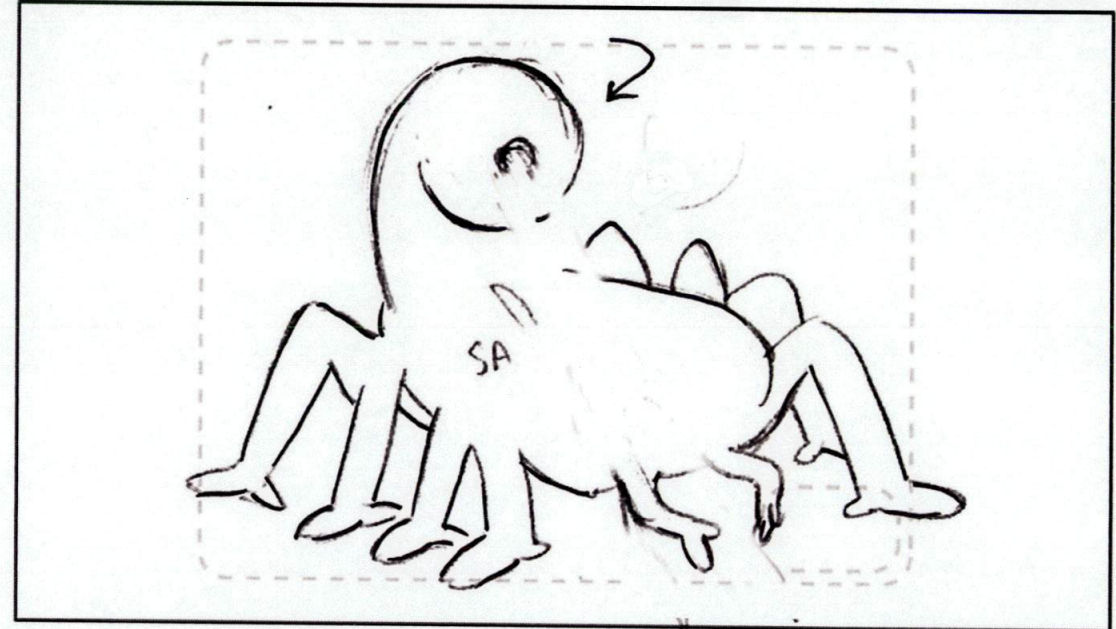
ADVENTURE TIME

Page 151

Sc. 96 Pnl. A Bg. day night



Sc. 96 CONT Pnl. B Bg. day night



Dialog:

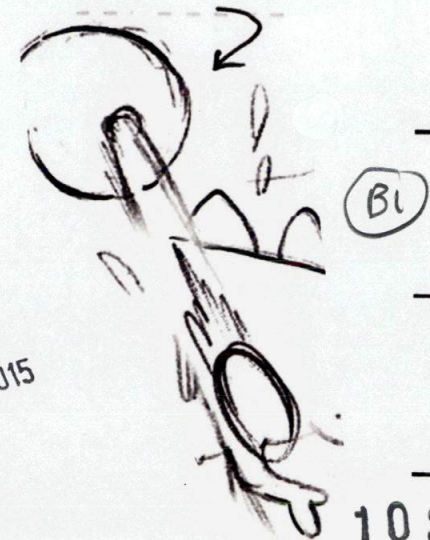
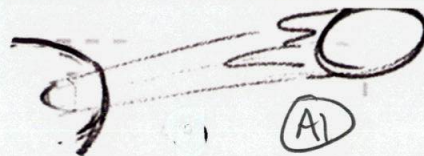
SFX: PCHEW!

SFX: PCHEW!

Action:

- MOTHER VARMINT SHOOTS EGGS RAPIDLY.

Timing:



FEB 04 2015

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EPISODE #

1034/208

Production :

1034/208

cut

1034/208

ADVENTURE TIME

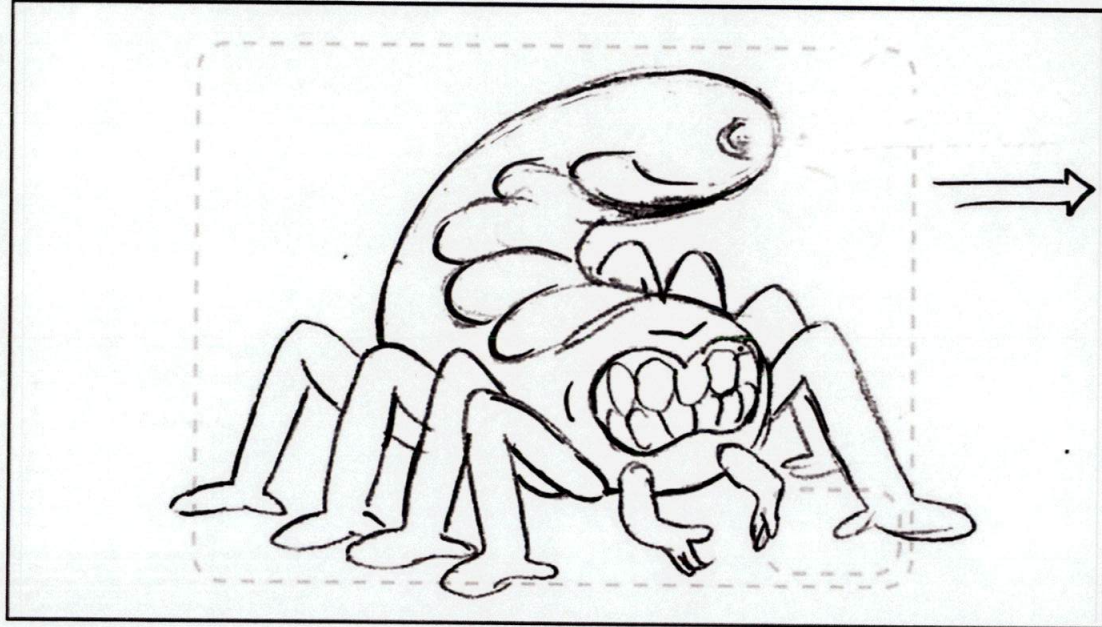


Page 152

Sc. 96 CONT Pnl. C

Bg.

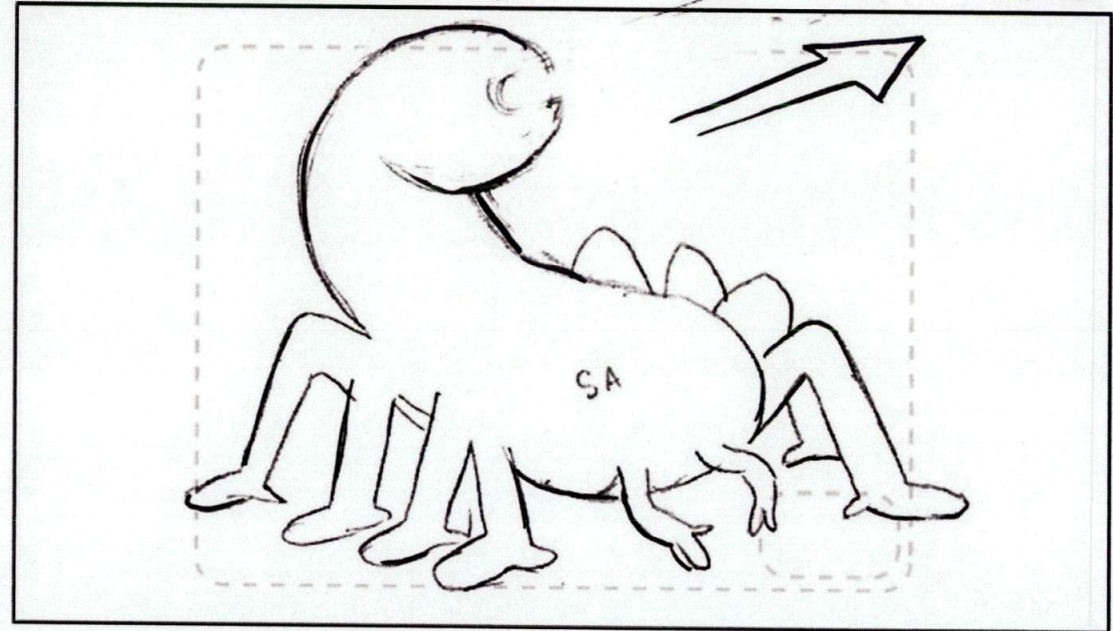
day night



Sc. 96 CONT Pnl. D

Bg.

day night



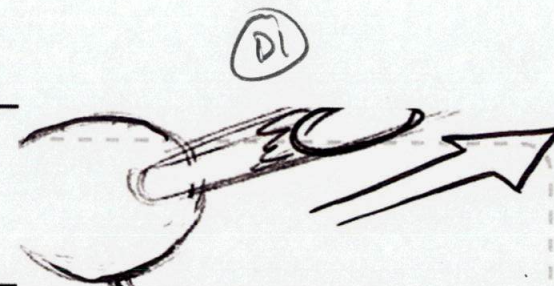
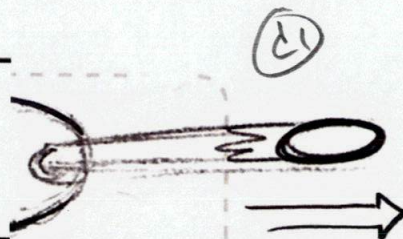
Dialog:

SFX: PCHW!

SFX: PCHW

Action:

Timing:



FEB 04 2015

Production :

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1034/208

ADVENTURE TIME



Page 153

Sc. 97 Pnl. A Bg. day night



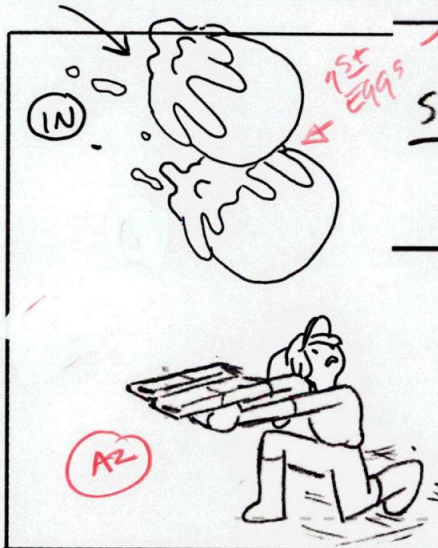
Sc. 97 *CONT* Pnl. B Bg. day night



Dialog:

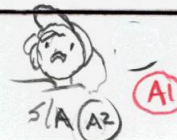
Action:

Timing:

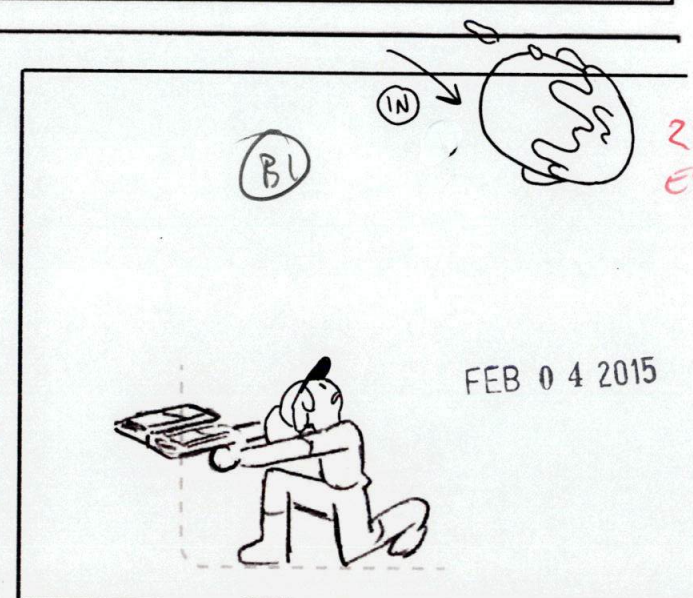


SFX: THINK

- EGGS EMBED IN CAVERN WALLS + GROUND
- STAGGER EGGS FALLING ON GROUND



SFX: THINK



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1034/208

Production :

1034/208



ADVENTURE TIME

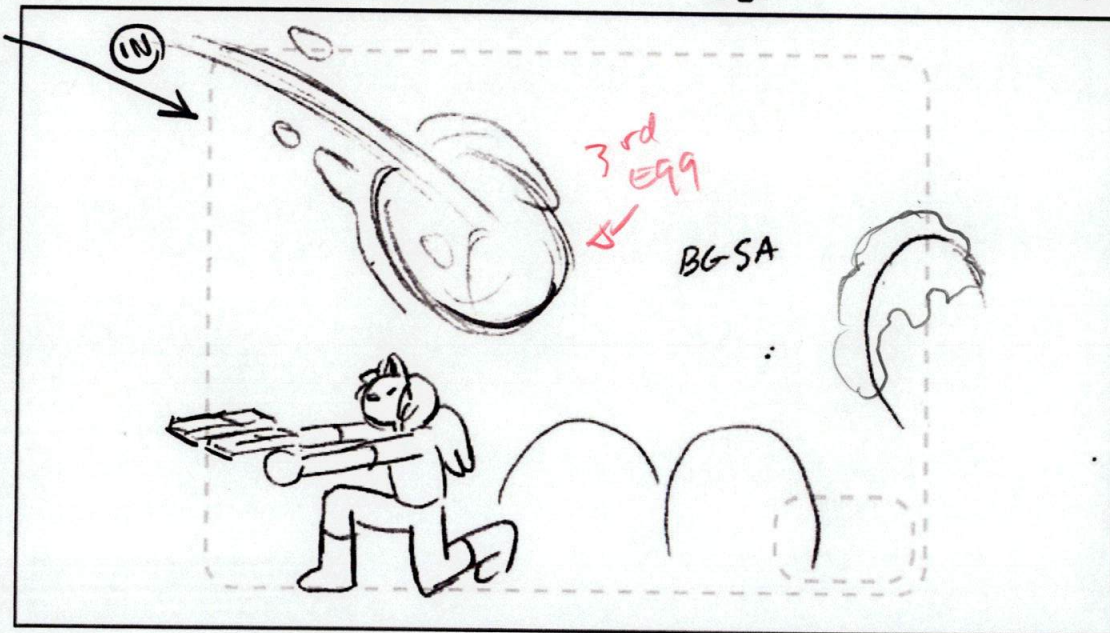
NO SC 98

Page 154

Sc. 97 CONT Pnl. C

Bg.

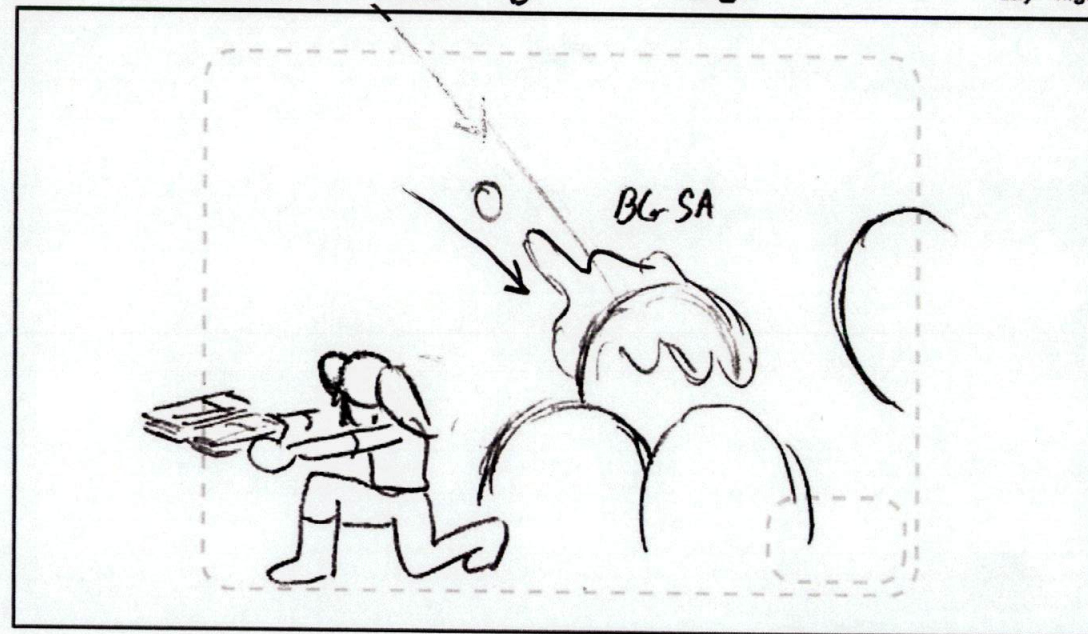
day night



Sc. 97 CONT Pnl. D

Bg.

day night



Dialog:

SFX: THINK



Action:

- PB LOOKS AT ALL THE EGGS TRACKING THEM.

Timing:

FEB 04 2015

Production :

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1034/208

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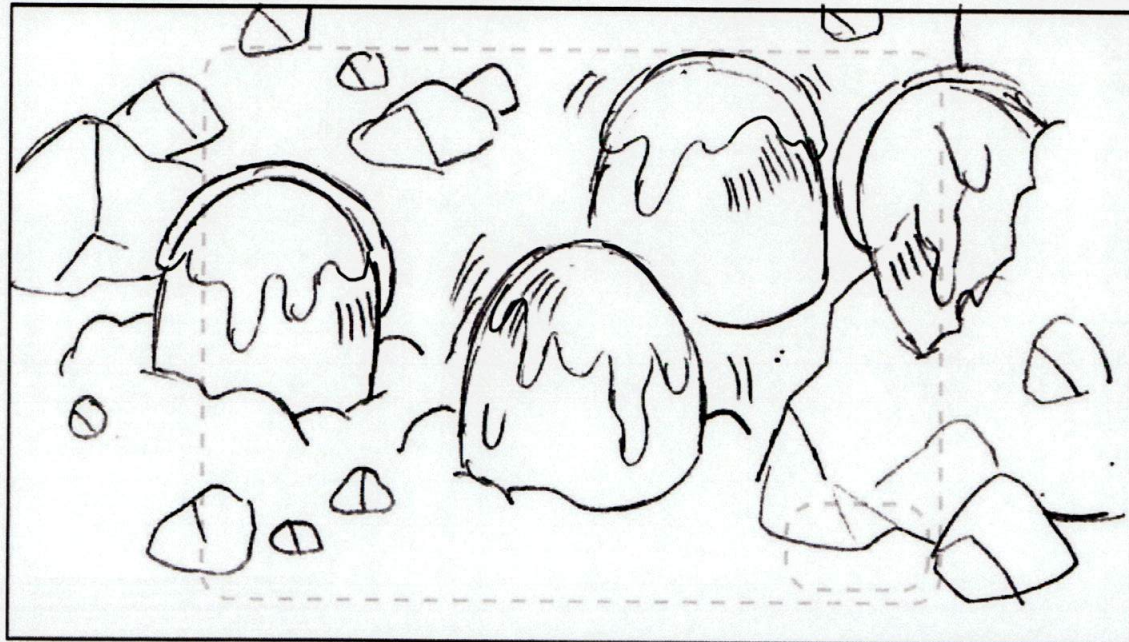
Ho Cut

ADVENTURE TIME

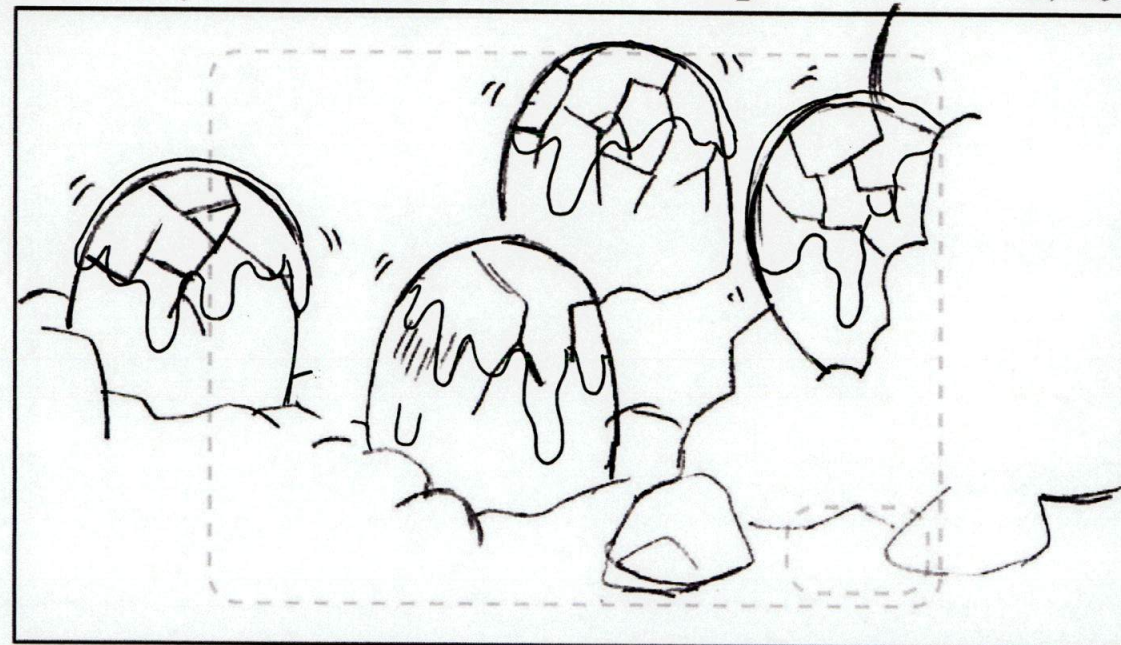


Page 155

Sc. 99 Pnl. A Bg. day night



Sc. 99 cont Pnl. B Bg. day night



Dialog:

SFX: * KK-KKK-KKK *

Action:

EGGS SHAKING

EGGS CRACKING

FEB 04 2015

Timing:

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EPISODE #

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Production :

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ADVENTURE TIME



Page 156

Sc. 99 *CONT* Pnl. C

Bg.

day night



Sc. 99 *CONT* Pnl. D

Bg.

day night



Dialog:

SFX: **CRSH**

VARMINTS: (HIGH PITCHED GROWLING)

Action:

-VARMINTS BUST OUT OF EGGS.

FEB 04 2015

Timing:

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EPISODE #

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Production :

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ADVENTURE TIME



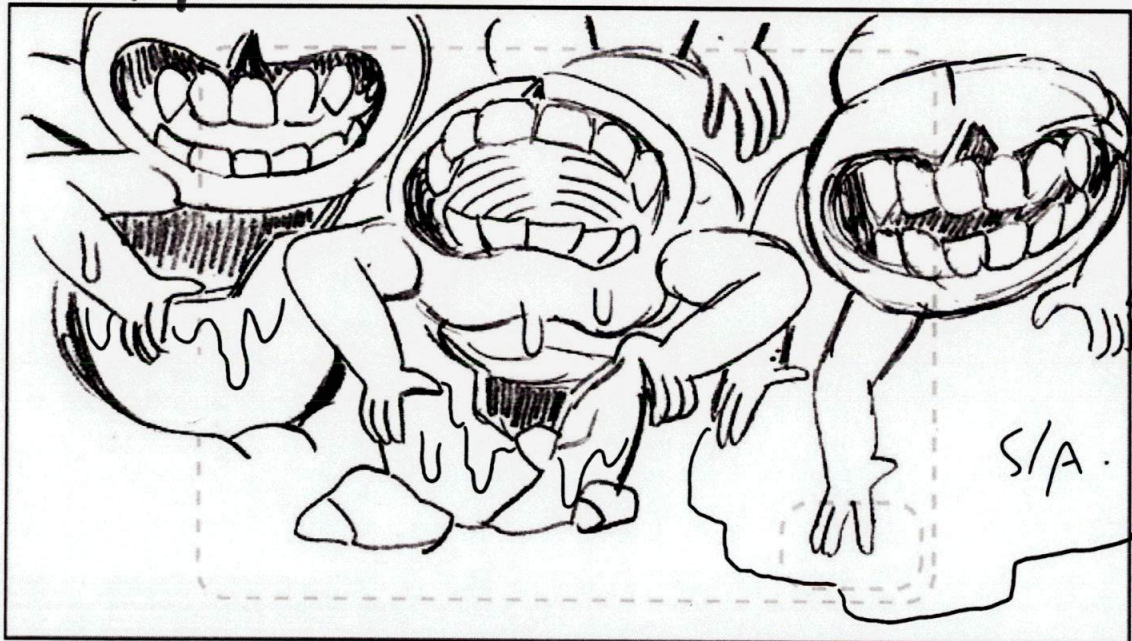
*the
Cart*

Page 157

Sc. 99 CONT Pnl. E

Bg.

day night

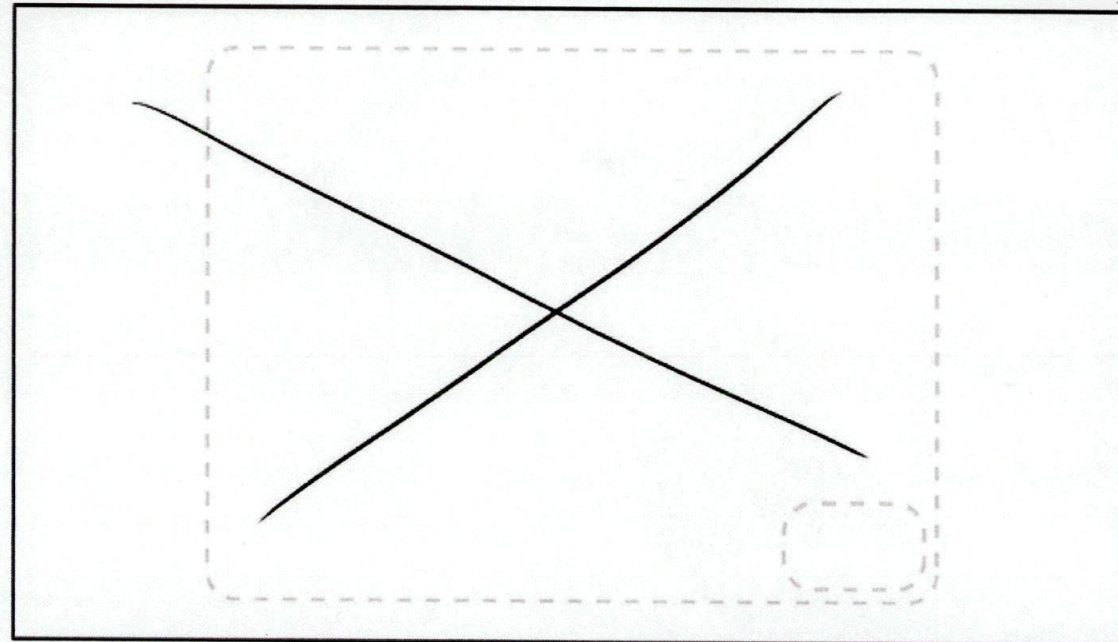


Sc.

Pnl.

Bg.

day night



Dialog:

VARMINTS: GROOULL

Action:

- VARMINTS CRAWL FORWARD.

Timing:

FEB 04 2015

Production :

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1034/208

1034/208

Ho
Cut

ADVENTURE TIME



Page 158

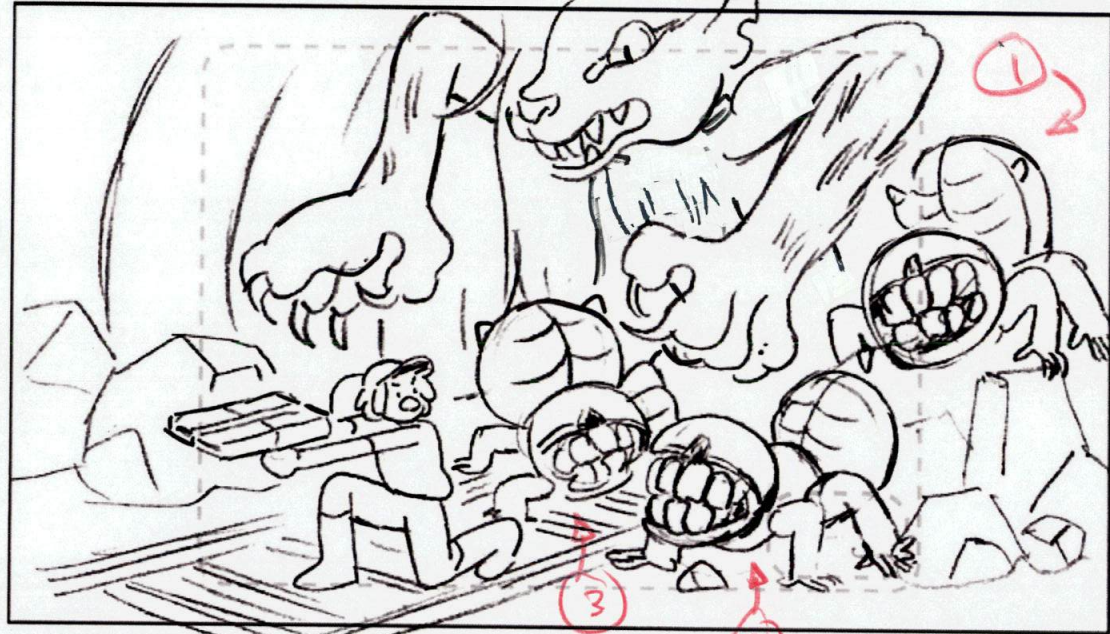
Ho
Cut

Sc. 100

Pnl. A

Bg.

day night



Sc. 100

CONT Pnl. B

Bg.

day night

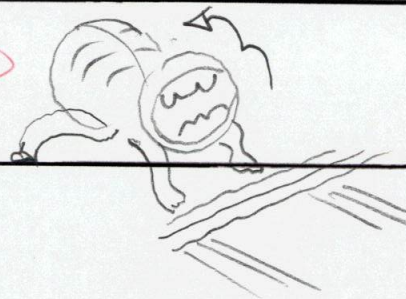


Dialog:

PB/ Marcy cover me!

Action:

#3
Bades
up



- M grabs varmint

Timing:

FEB 04 2015

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1034/208

Production :

1034/208

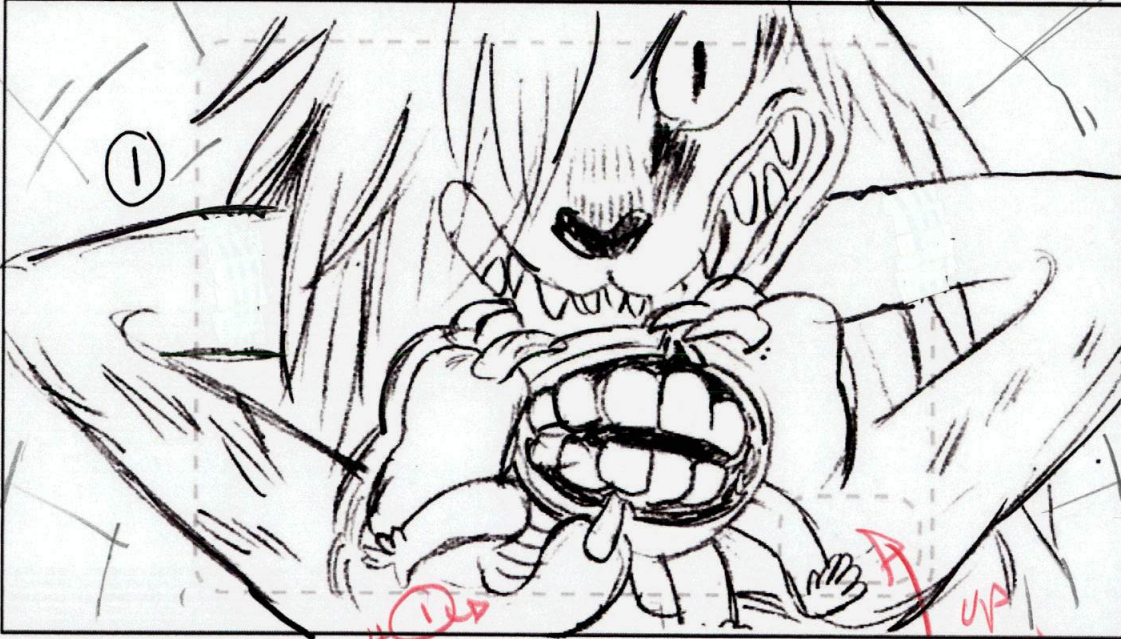
HY
CUT

ADVENTURE TIME



Page 159
159A NEXT
day night

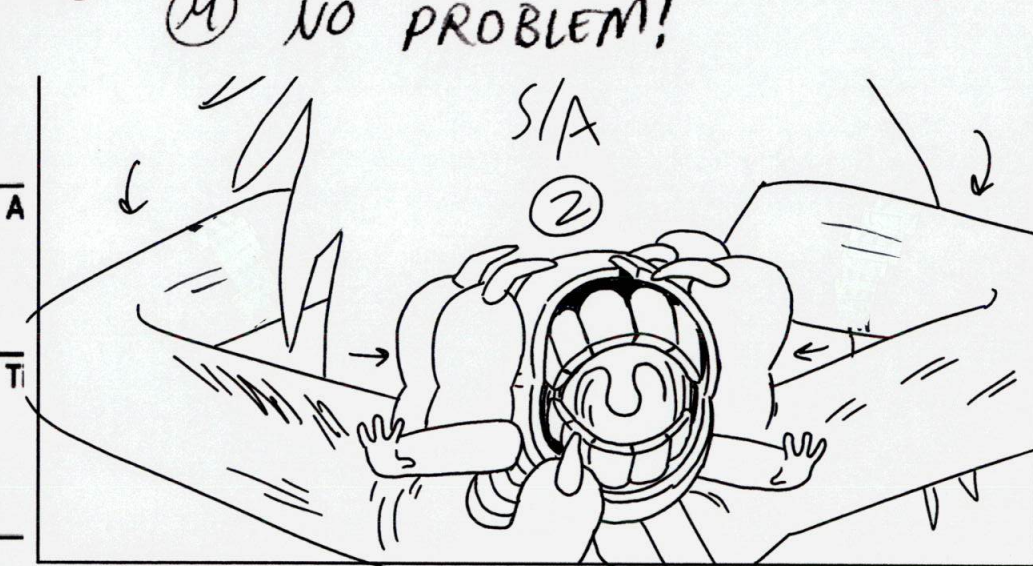
Sc. 101 Pnl. A Bg. day night



Sc. 101 CONT Pnl. B Bg. day night



Dialog:



(M) NO PROBLEM!
S/A
(2)
(A) SEX X SPLOOOG X
-M. SMASHES VARMINT.
FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME

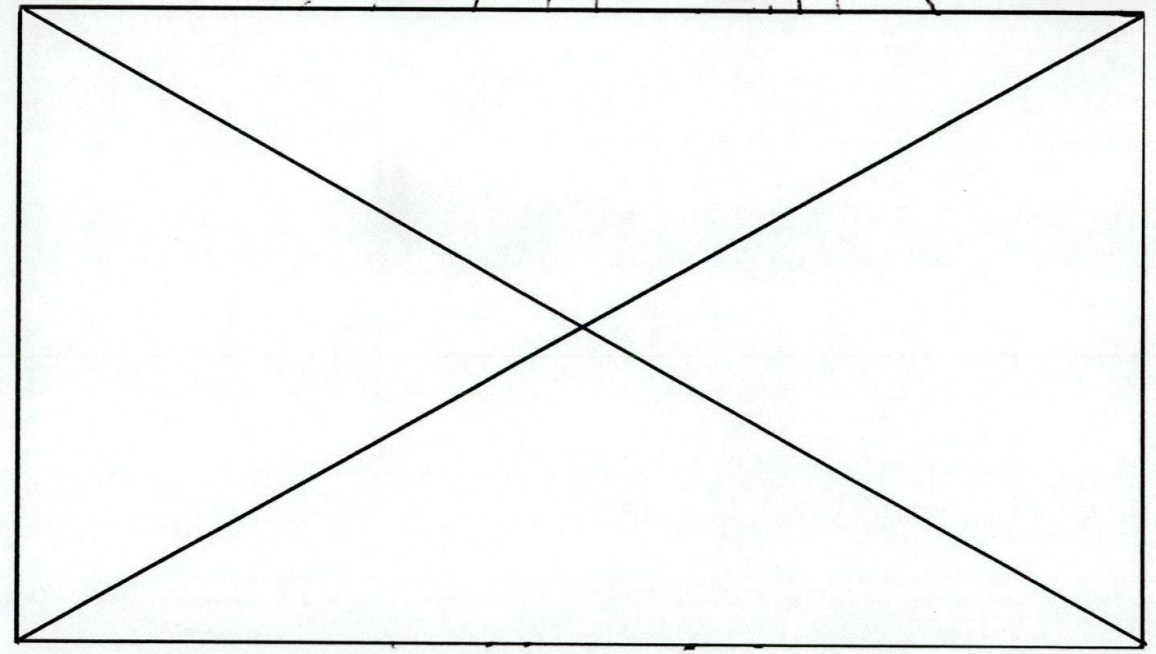
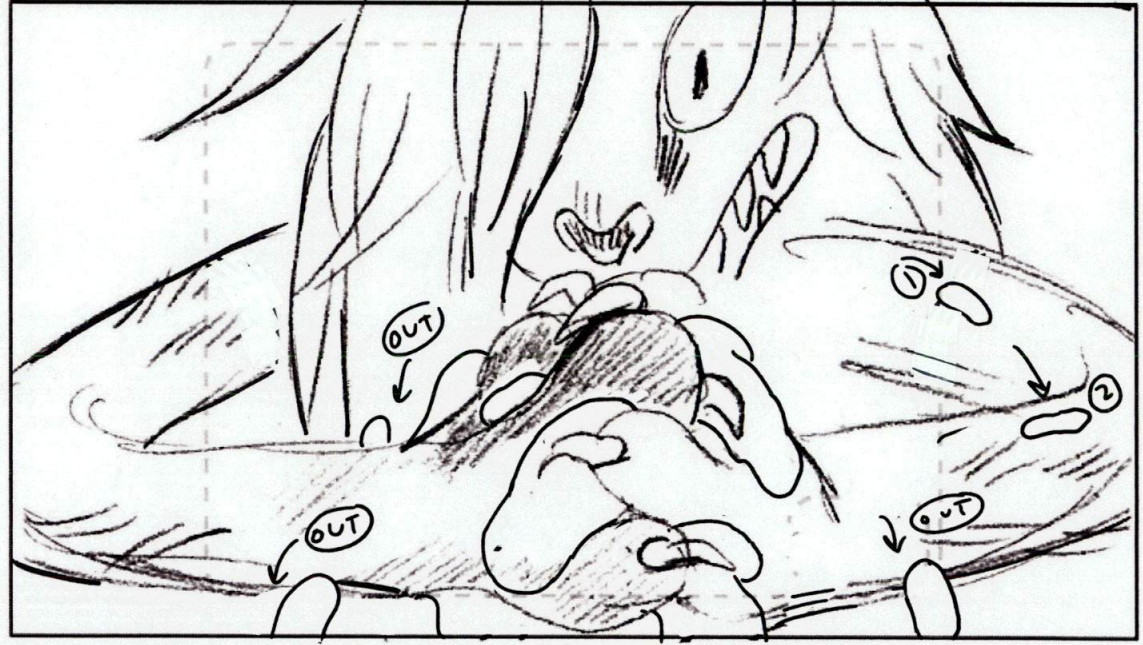


Cut

Page **159A**
160 NEXT
day night

Sc. **101 CONT** Pnl. **C** Bg. day night

Sc. Pnl. Bg. day night



Dialog:
Action: - SLIME SETTLE POSE
Timing:

FEB 0 4 2015

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Production :

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1034/208

1034/208

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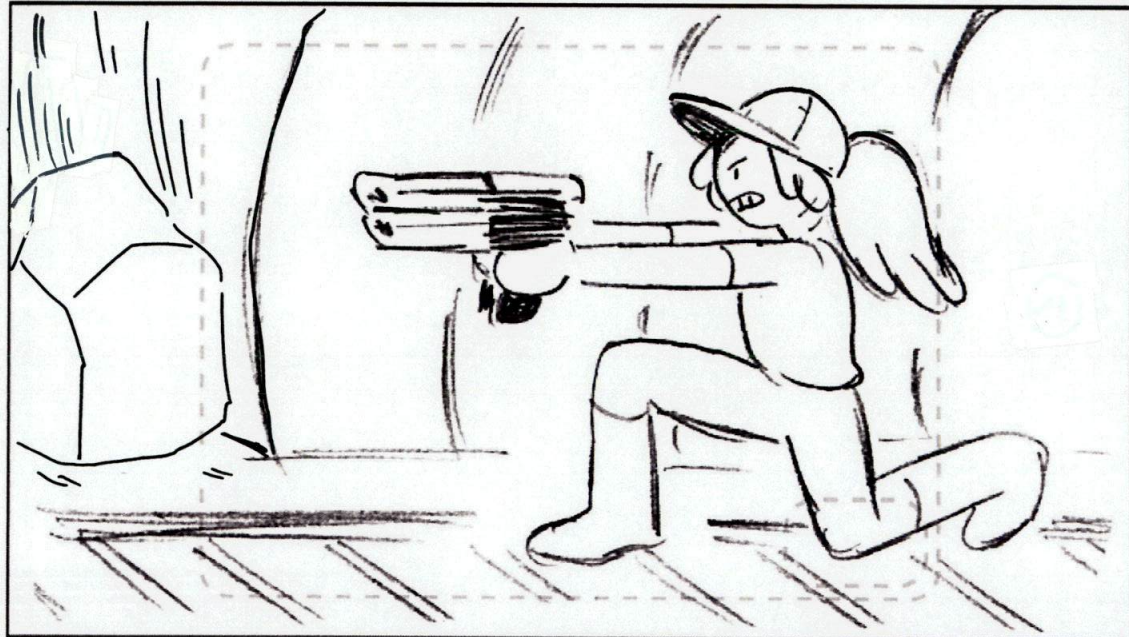
1034/208

Cut

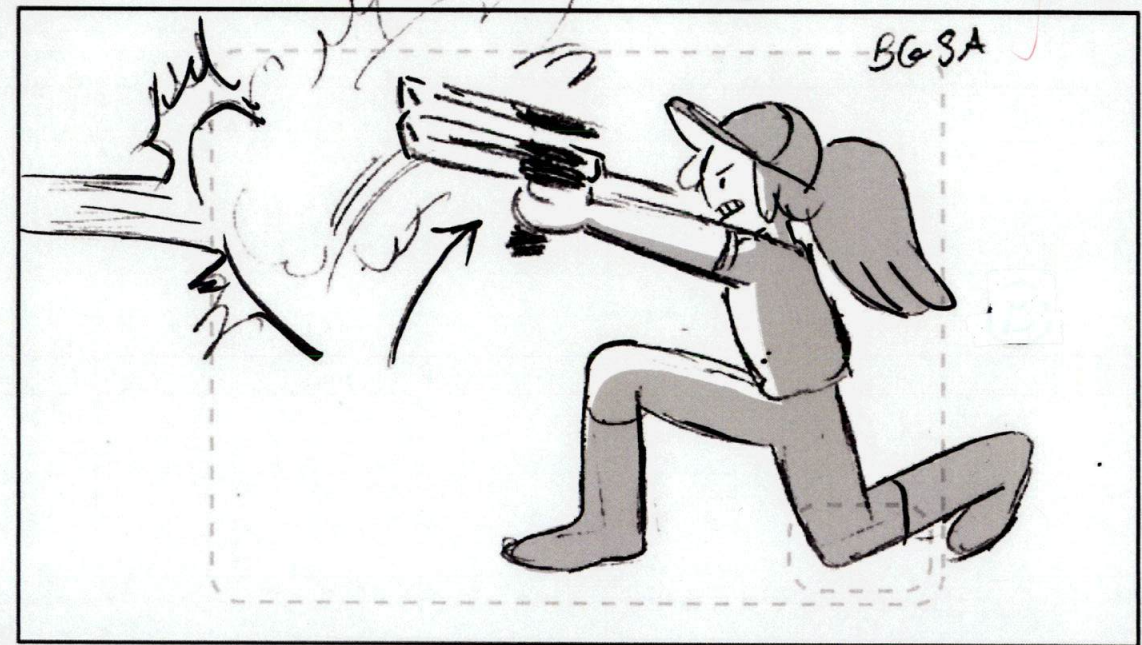
ADVENTURE TIME



Sc. 102 Pnl. A Bg. day night



Sc. 102 ~~cont~~ Pnl. B Bg. day night



Cut

Dialog:

SFX: PCHW PCHW PCHW!

Action:

Timing:

FEB 04 2015

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Production :

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1034/208

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ADVENTURE TIME



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Sc. Pnl. Bg. day night

Cut

Sc. 103 Pnl. A Bg. day night

Dialog:

Action:

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

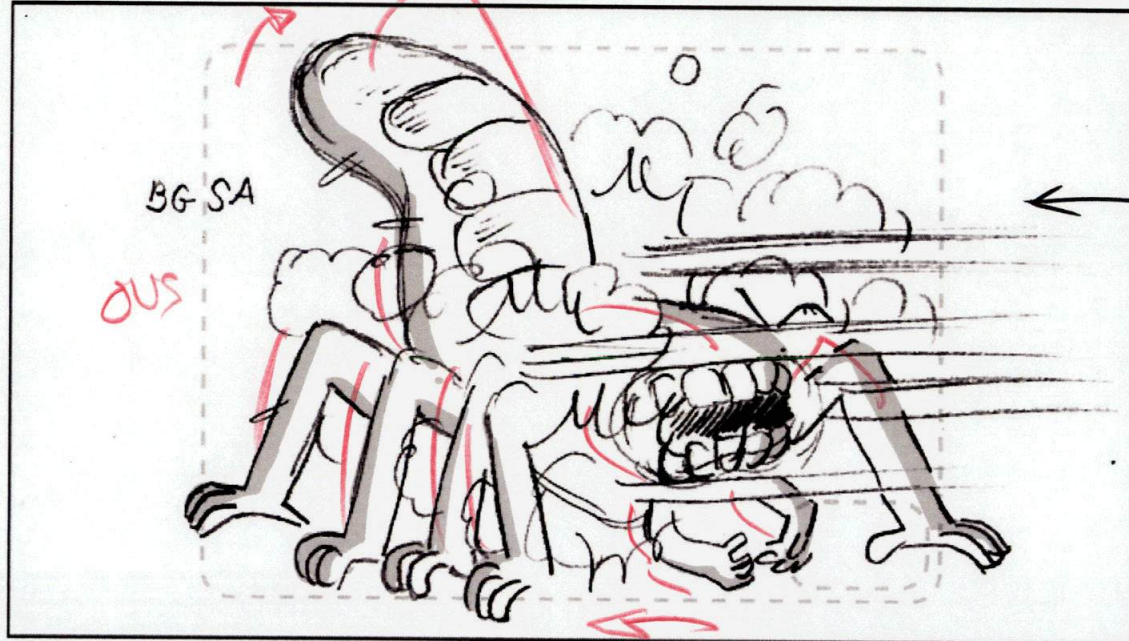
1034/208

ADVENTURE TIME

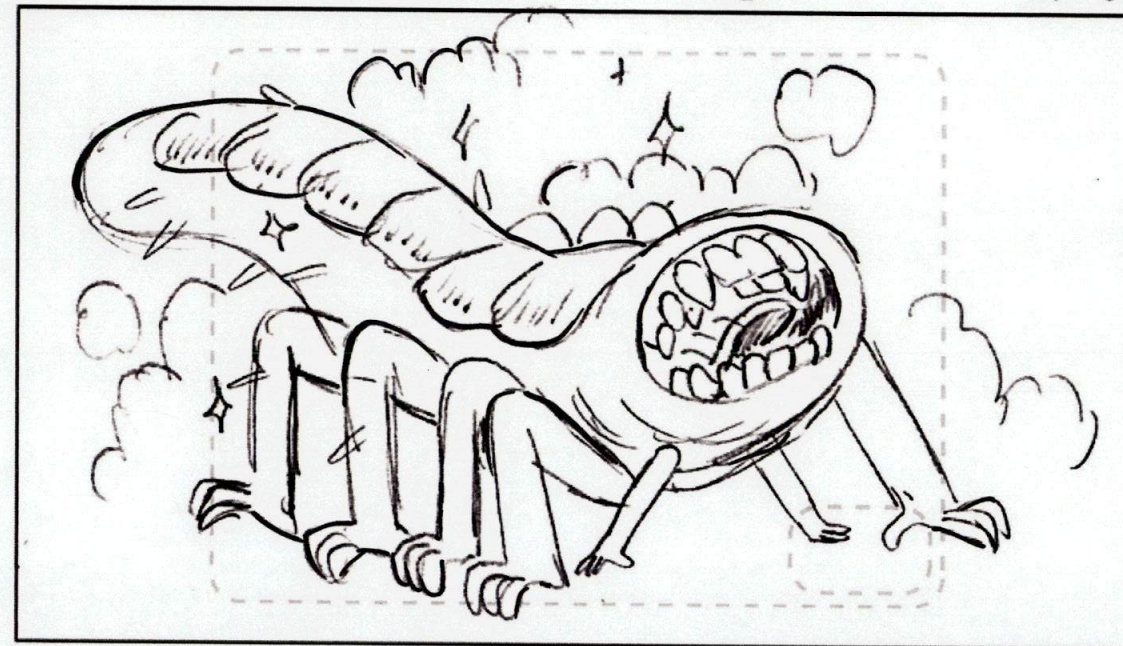


Page 162

Sc. 103 *cont* Pnl. B Bg. day night



Sc. 103 *cont* Pnl. C Bg. day night



Dialog:

SFX: CHU
CHU CHU

MOTHER :
VARMIN GROOOOWL

Action:

- BLASTS HIT M.V.

FEB 04 2015

Timing:

Production :

EPISODE #

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ADVENTURE TIME



Page 163

Sc. 104 Pnl. A Bg. day night



Sc. 104 *cont* Pnl. B Bg. day night



Dialog:

(PB) YAAAAAAHH!!!!!!

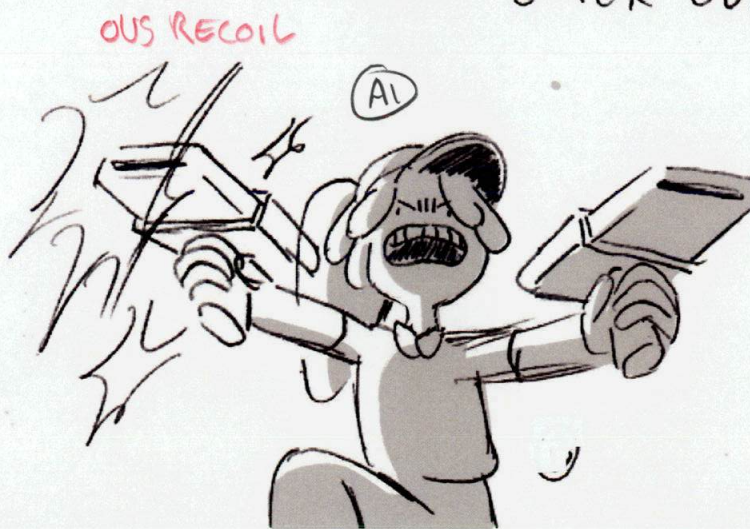
SFX: BLAM BLAM

Action:

- PB CONTINUES FIRING.

Timing:

SFX: CLICK CLICK CLICK



- VARMINT GUNS
RUN OUT OF AMMO.

FEB 04 2015

Production :

EPISODE # 1034-208

1034/208

1034/208

ADVENTURE TIME

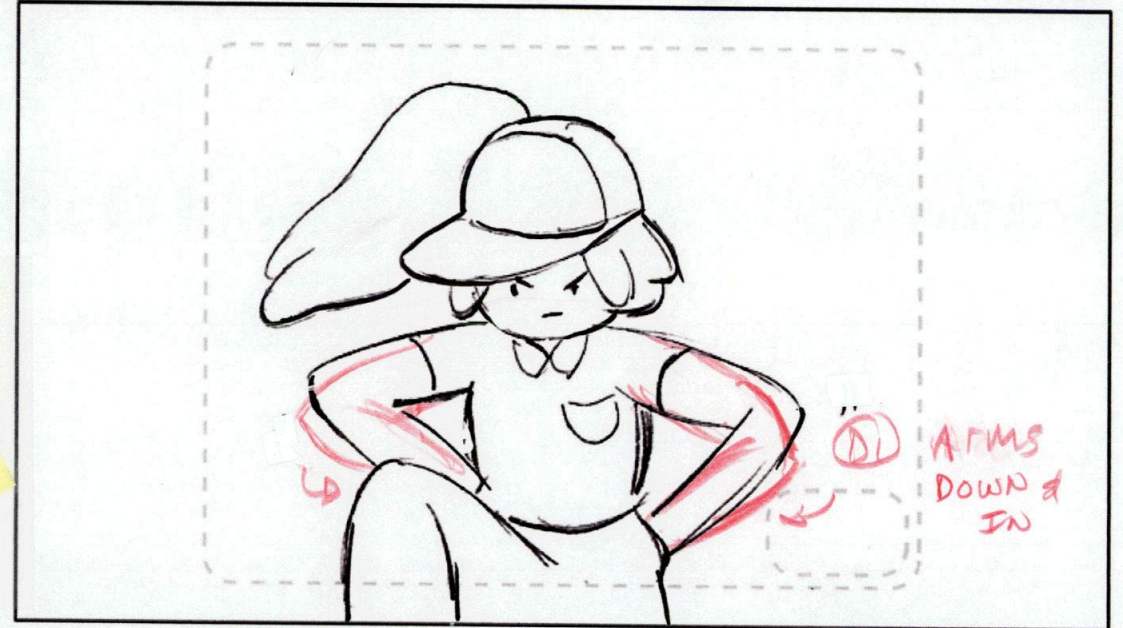


Page 164

Sc. 104 *CONT* Pnl. *C* Bg. day night



Sc. 104 *cont* Pnl. *D* Bg. day night



Dialog:

(PB) PPPPPFFFFTTT

Action:

- PB THROWS VARMINT
GUNS OVER SHOULDERS
GUN FLY w/ ASC INTO DISTANCE

- PB RUMMAGING

FEB 04 2015

Timing:

el Drop OS

EPISODE # 1034-208

Production :

1034/208

1034/208

ADVENTURE TIME

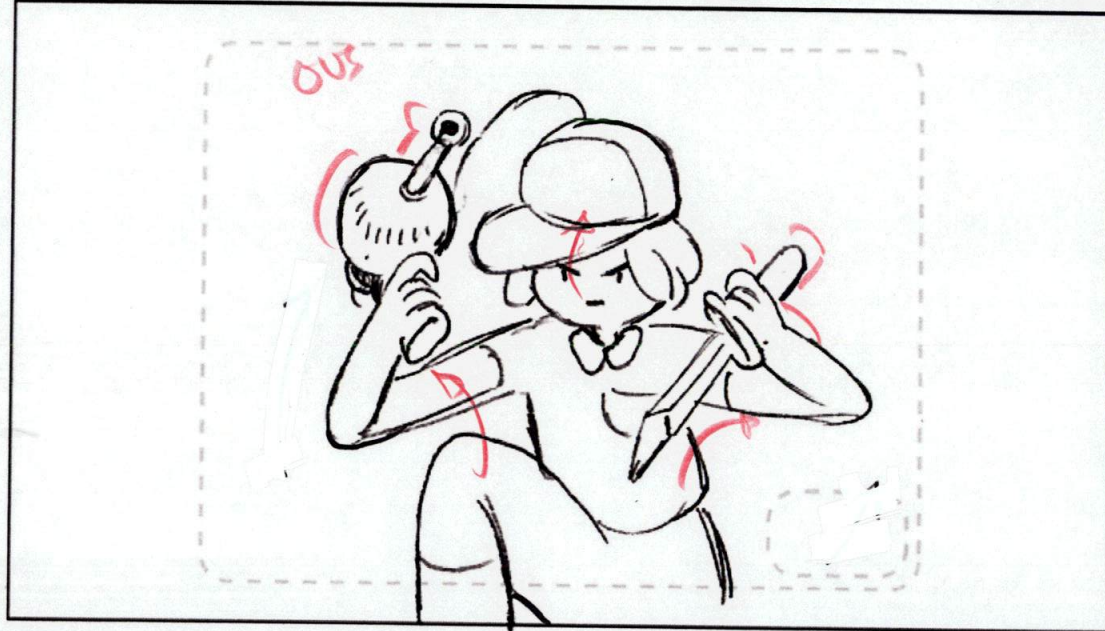


Page 165

Sc. 104 *cont* Pnl. E

Bg.

day night



Sc. 104 *cont* Pnl. F

Bg.

day night



Dialog:

(PB) **AAAAGH**

Action:

- PB PULLS OUT CANDY PISTOL
AND GUMMI-KNIFE.

- PB LEAPS FORWARD

slow to Fast - BG TRANSITIONS TO BLUR SPEED PAN

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

1034/208

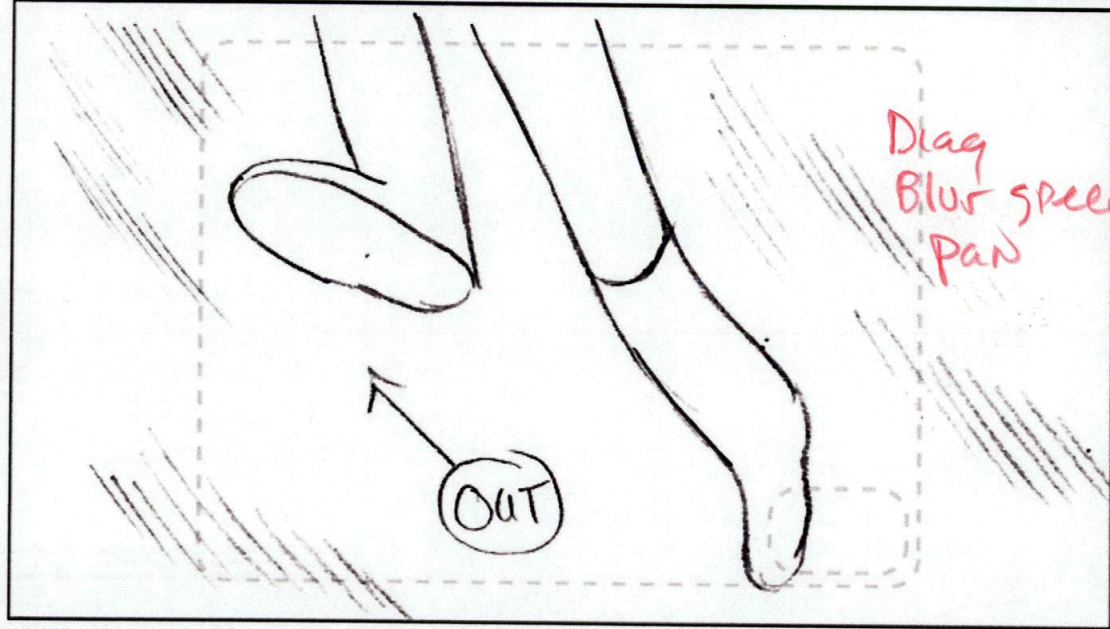
ADVENTURE TIME



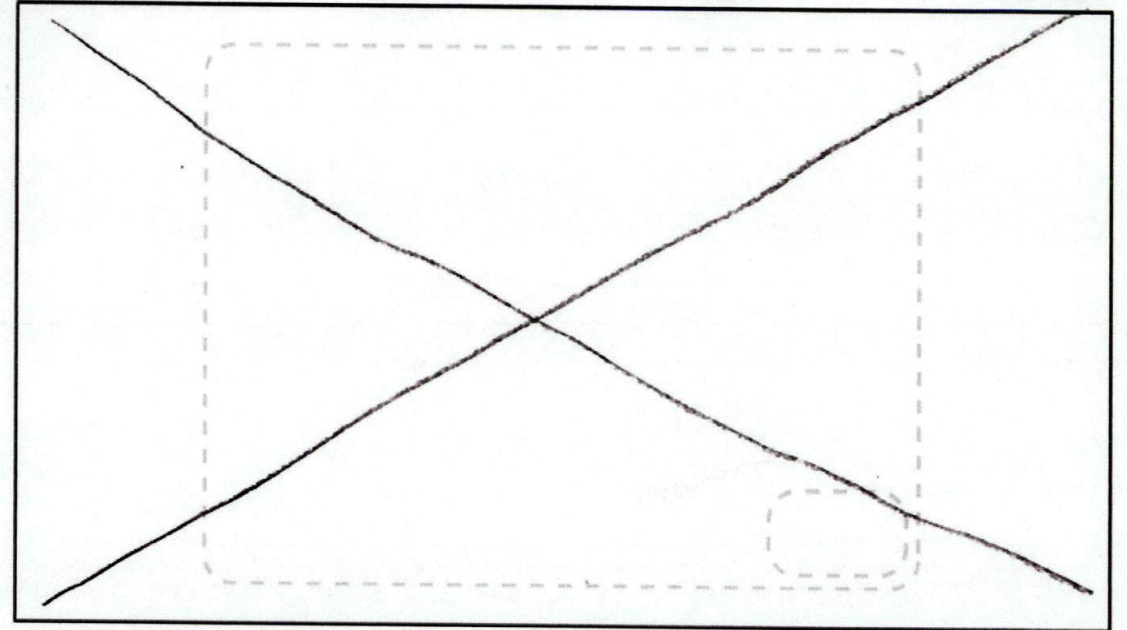
CW

Page 166

Sc. 104 cont Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

-PB LEAPS OFF/S.

Timing:

FEB 04 2015

EPISODE #

1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



Page 167

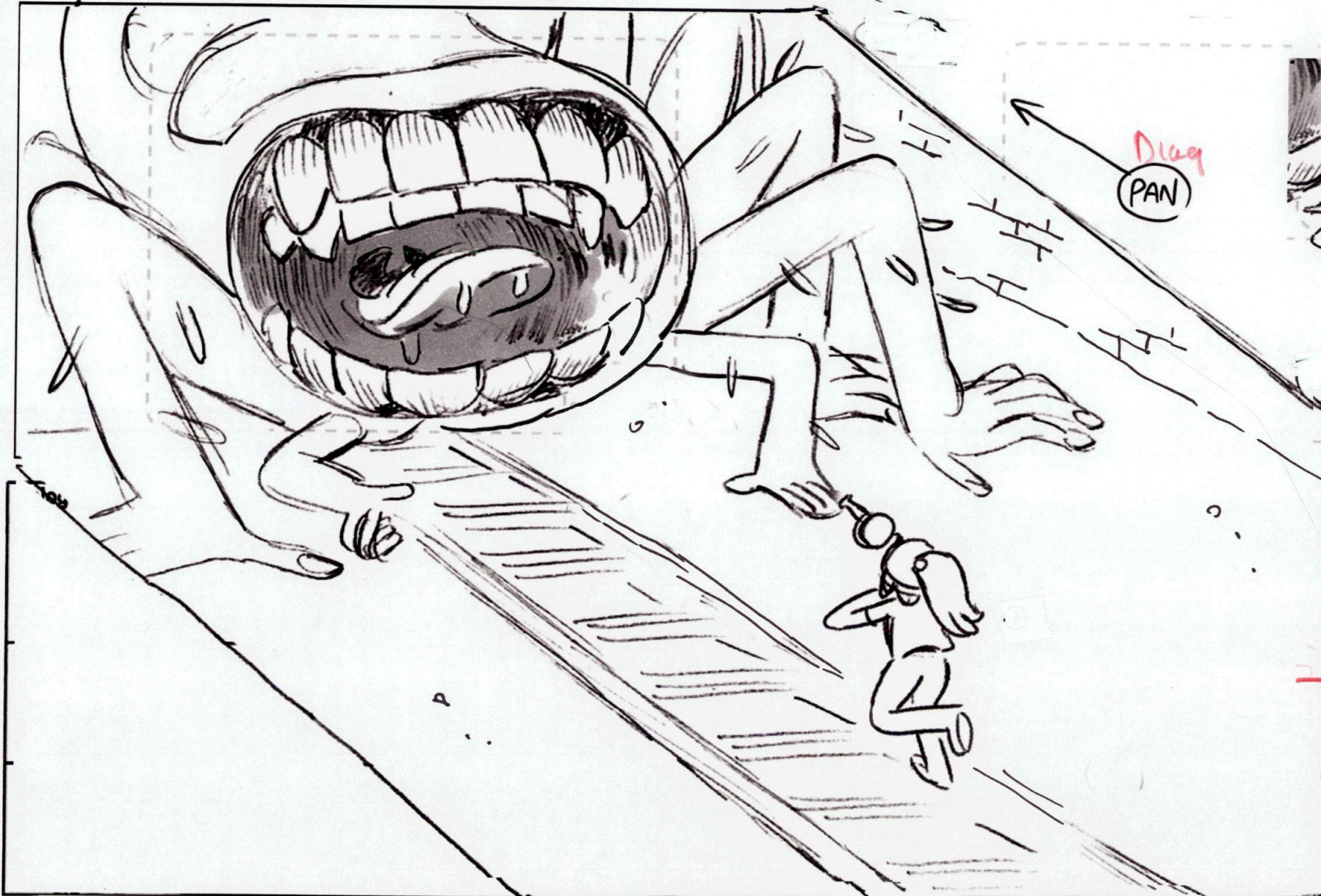
Sc. 105

Pnl.

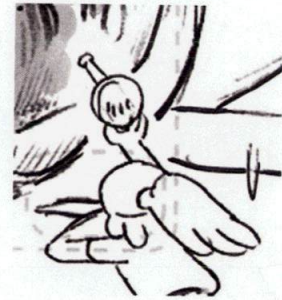
B

Bg.

day night



Diag
(PAN)



(BI)

-PB RUNS
ON/S TOWARDS
M. VARMIN
-PAN W/ PB

~~A~~ start
A

FEB 04 2015

1034-208

EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



REVISED
02/09/15

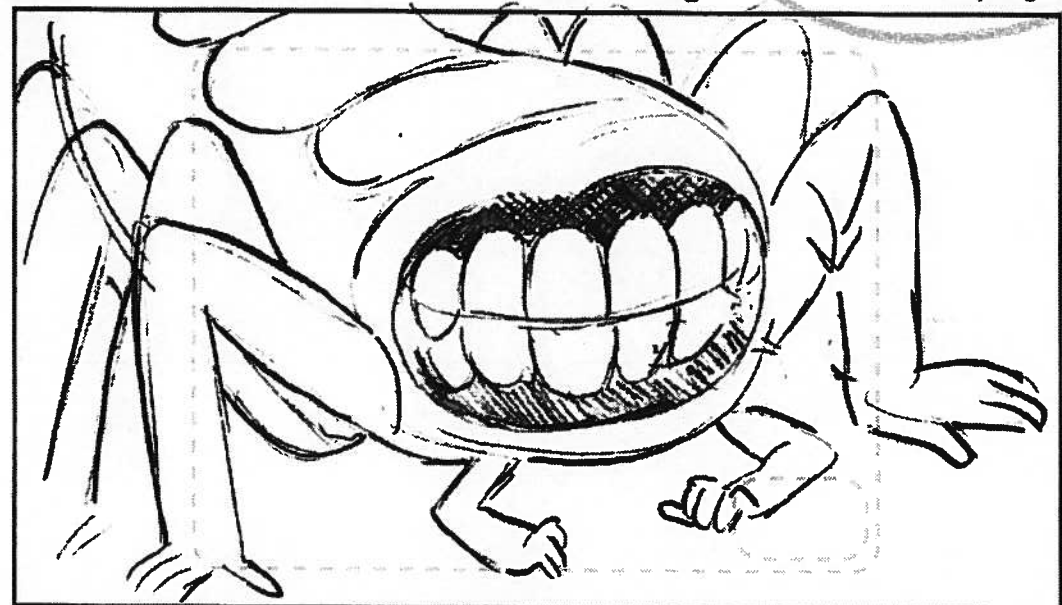
NO PG. 168A

Page 168
169 NEW
day night

Sc. 105 *cont* Pnl. - C Bg.

day night

Sc. 105 *cont* Pnl. - D Bg.



Dialog:

M.V. : *CHOMP!*

Action:

- PB LEAPS INTO M. VARMIN'S MOUTH

M.V. CHOMPS

FEB 04 2015

Timing:

EPISODE #

1034-208

1034/208

Production :

1034/208

1034/208

HW
Cot

ADVENTURE TIME



REVISED
02/09/15

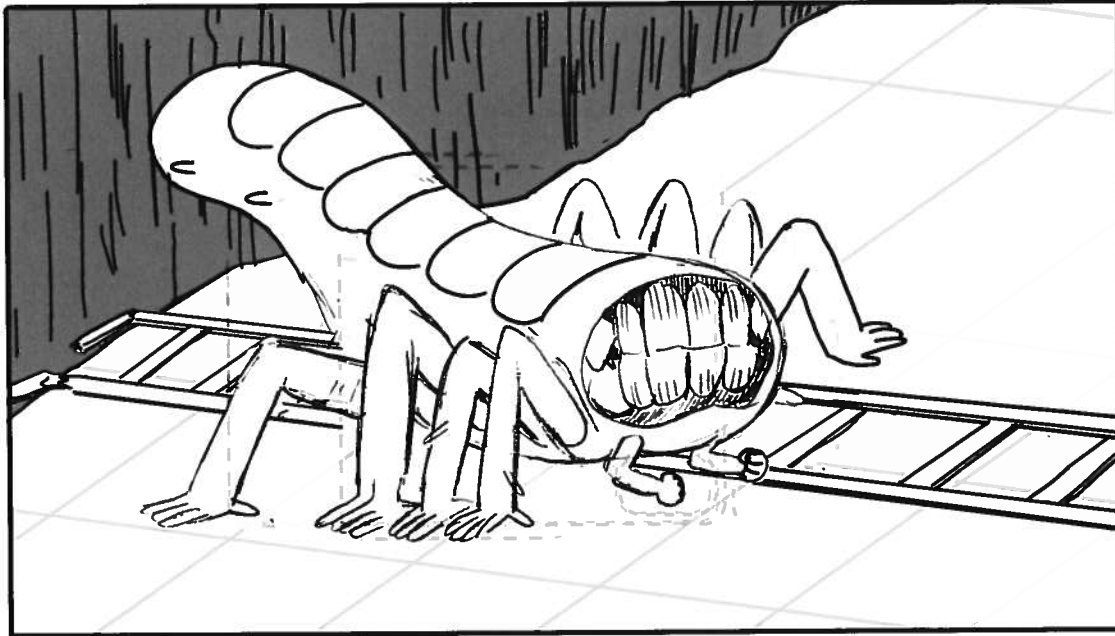
Page 169

Sc. 105A

Pnl. A

Bg.

day night



Dialog:
...
Action:
Timing:

EPISODE # 1034-208

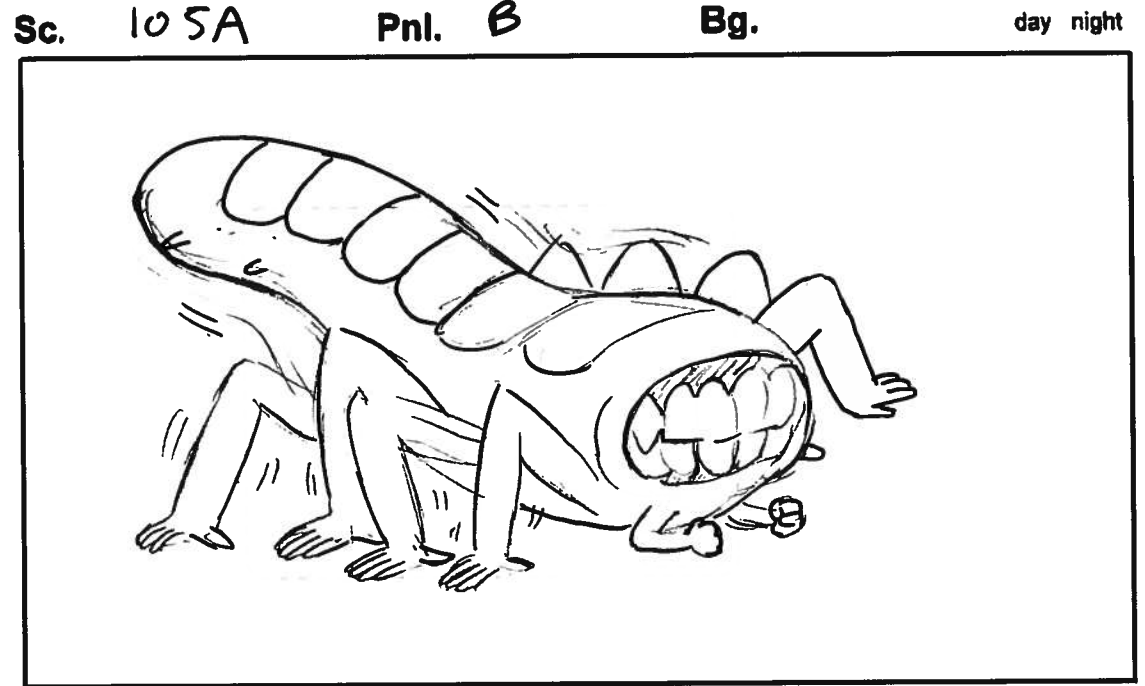
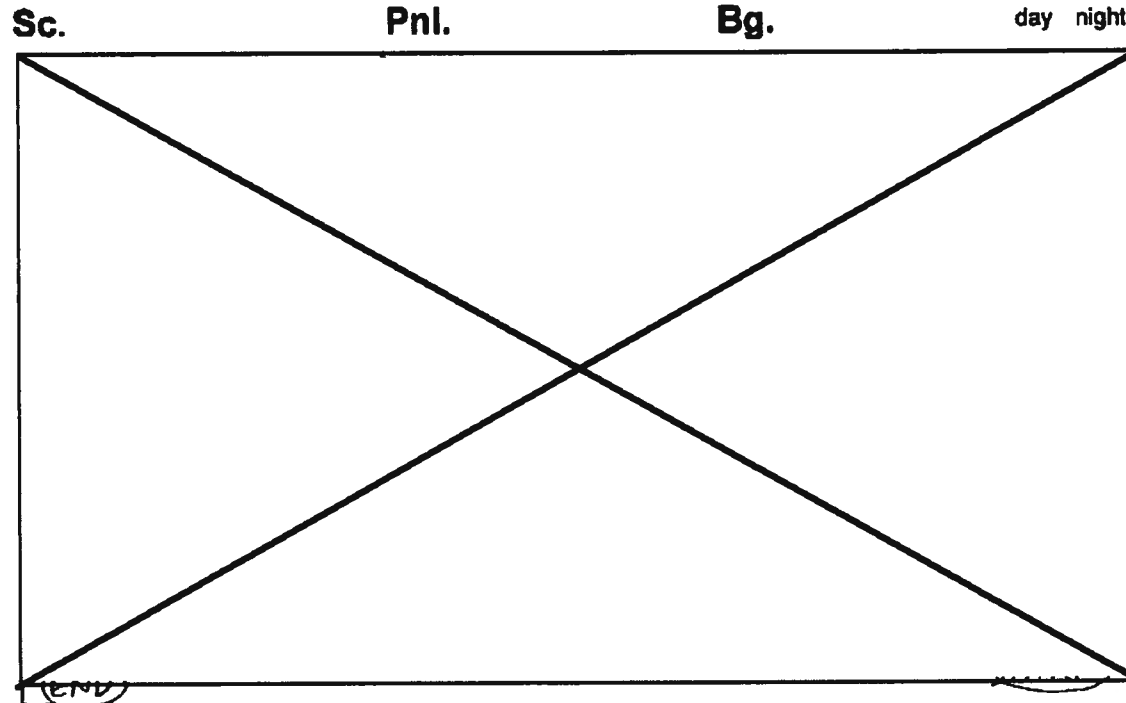
Production:

ADVENTURE TIME



REVISED
02/09/15

Page 169 A

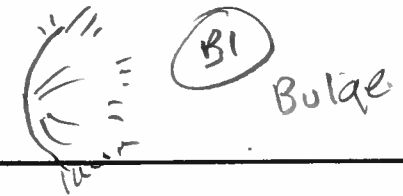


Dialog:

MOTHER
VARMINT : [WORRIED/CONFUSED NOISE]

Action:

VARMINT SHAKES



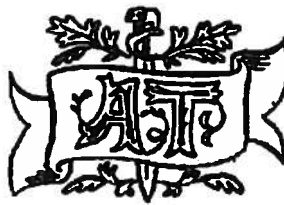
Timing:

EPISODE #
1034-208

Production :

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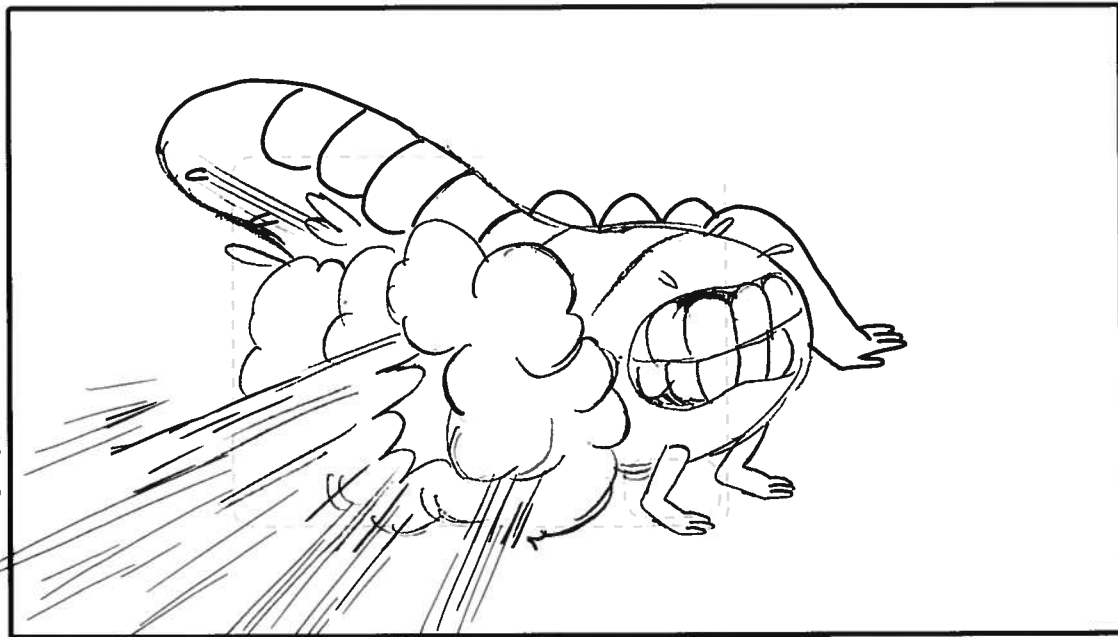
ADVENTURE TIME



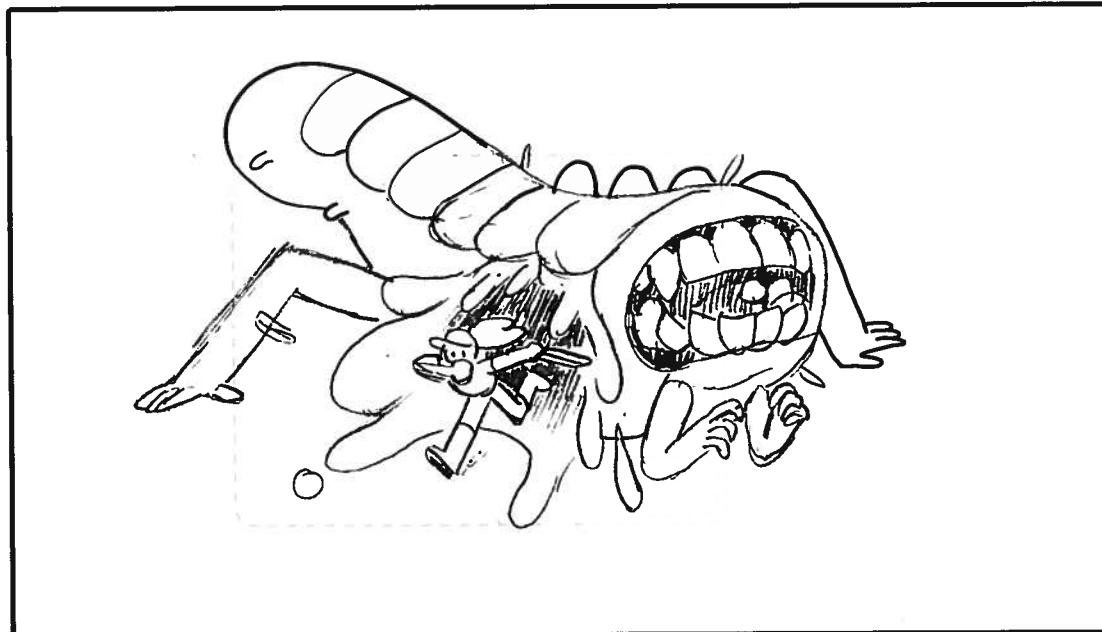
REVISED
02/09/15

Page 170

Sc. 105A Pnl. C Bg. day night



Sc. 105A Pnl. D Bg. day night



Dialog:

SFX: PCHOOOOM

MV: [ANGRY ROAR]

Action:

- €

- PB RUNS OUT

Timing:

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Production :

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ADVENTURE TIME



REVISED
02/09/15

Page 171

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					105A				
<p>Dialog:</p>					<p>stop A F</p>				
<p>Action:</p>					<p>stop A F</p>				
<p>Timing:</p>					<p>- PB RUNS AWAY FROM M. VARMIN.</p>				
					<p>- PAN W/ ACTION</p>				

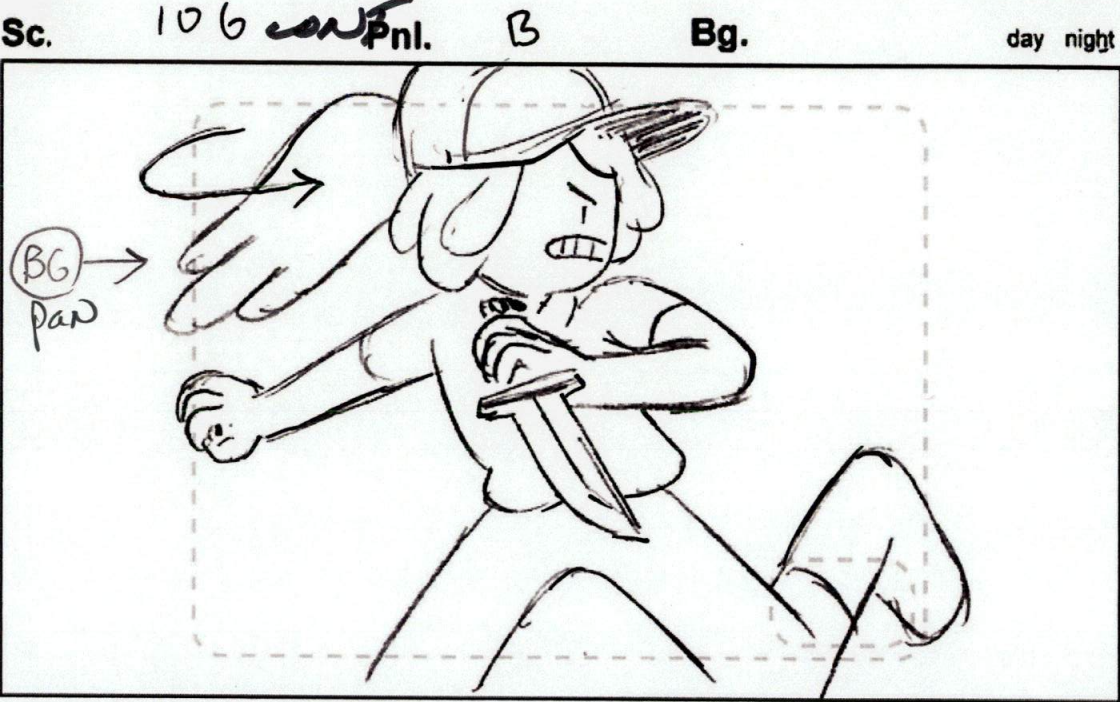
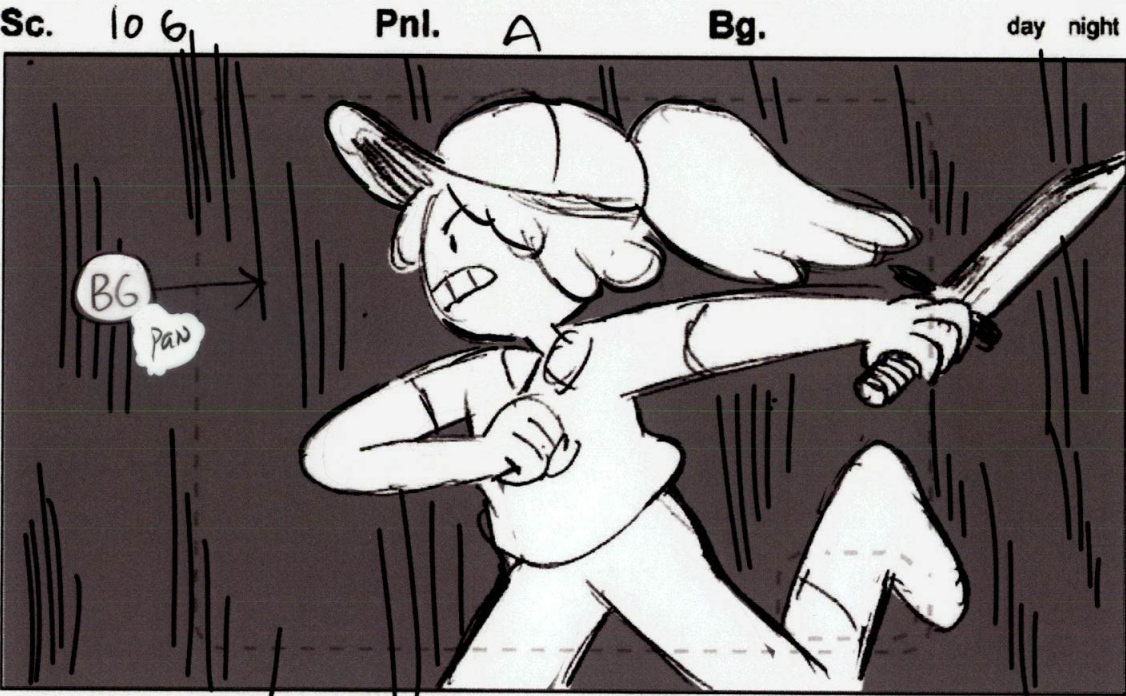
1034-208

EPISODE #

Production :

HW
CUT

ADVENTURE TIME



Dialog: DISTANT WALL ACROSS CHASM

Action: -PB LOOKS BACK.

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

ADVENTURE TIME



Page 173

Sc. 106 *cont* Pnl. C

Bg.

day night



Sc. 106 *cont* Pnl. D

Bg.

day night



Dialog:

PB: RAH!

Action:

-PB THROWS KNIFE OFF/S.

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

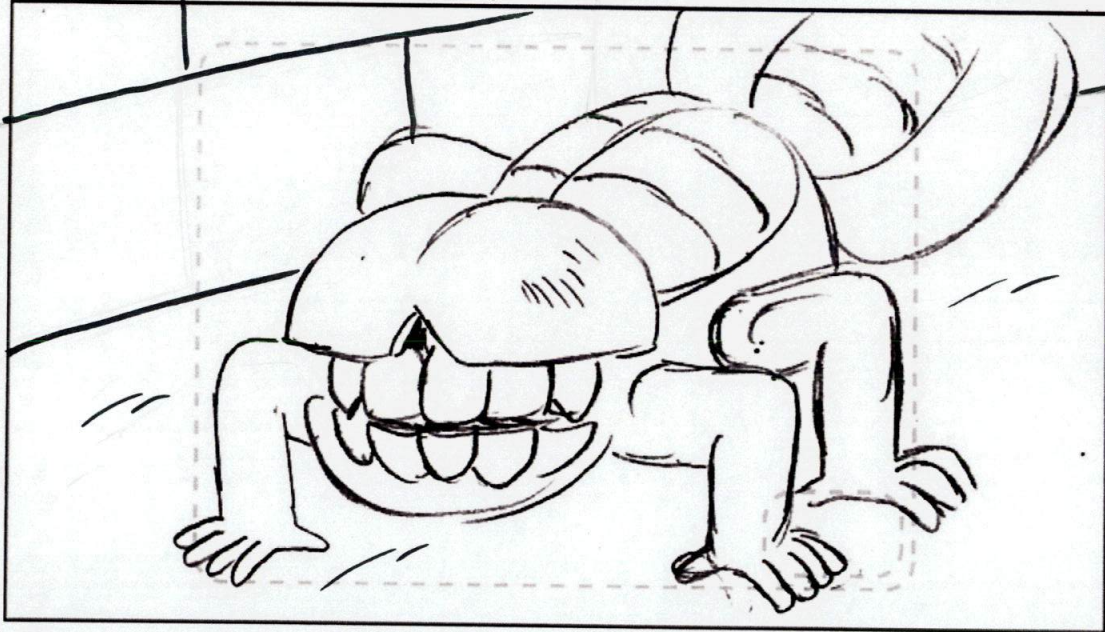
1034/208

ADVENTURE TIME

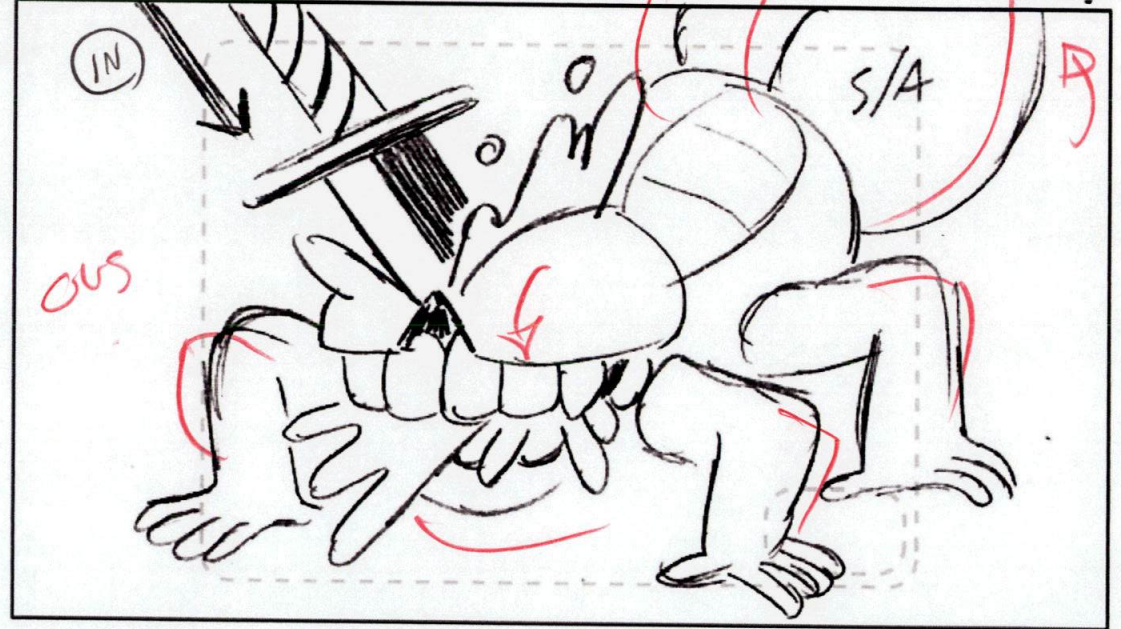


Page 174

Sc. 107 Pnl. A Bg. day night



Sc. 107 *CONT* Pnl. B Bg. day night



Dialog:

SFX: **THWK**

Action:

- GUMMI-KNIFE HITS VARMIN.

FEB 04 2015

Timing:

EPISODE #
1034/208

Production :

1034/208

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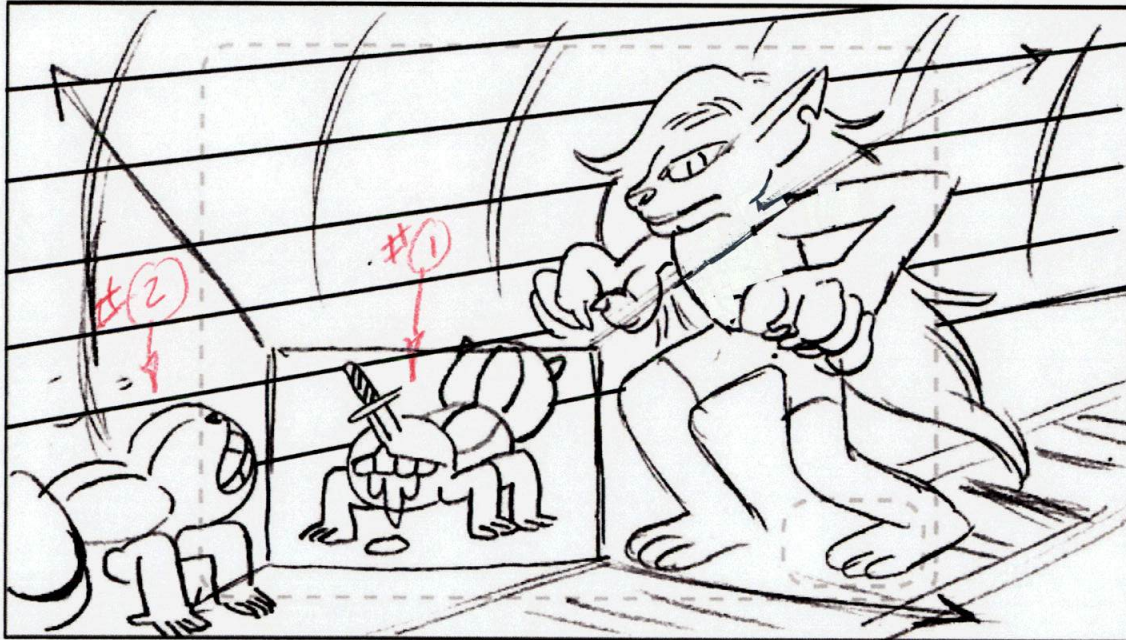
1034/208

ADVENTURE TIME

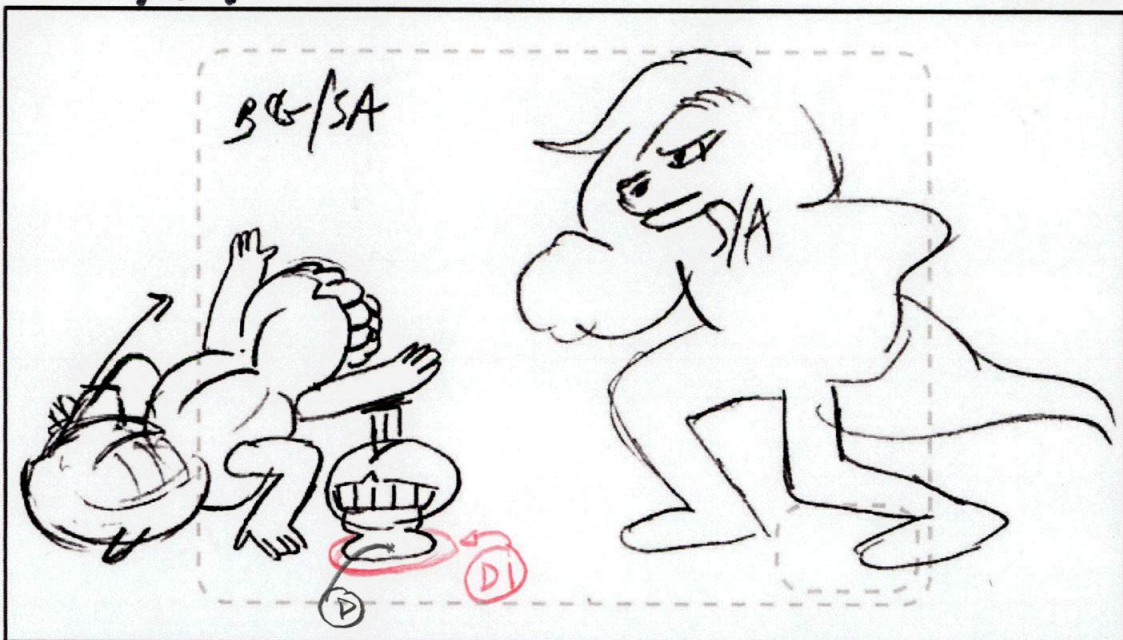


Page 175

Sc. 107 CONT Pnl. C Bg. day night



Sc. 107 CONT Pnl. D Bg. day night



Dialog:	VARMINT : [SCREECH]	
Action:	- CAMERA OUT TO INCLUDE MARCELINE.	-VARMINT ATTACKS.
Timing:	FEB 0 4 2015	

1034/208

1034-208

EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



Page **176**

Sc. **107 CONT** Pnl. **E** Bg. day night



Sc. **107 CONT** Pnl. **F** Bg. day night



Dialog:

Action:

Timing:

(F)



M: [GRUNT]

SFX: *SLSHH!*

-M. SLASHES AT VARMINITS. & SPLATS OS

FEB 04 2015

EPISODE # **1034-208**

1034/208

Production :

1034/208

ADVENTURE TIME



Page 177

Sc. 107 *CONT* Pnl. 6 Bg. day night



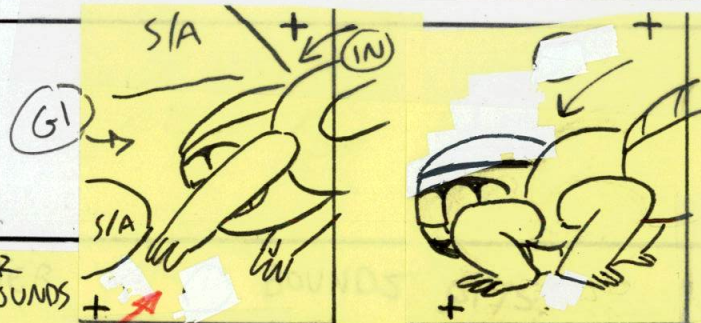
Sc. 107 *CONT* Pnl. 7 Bg. day night



Dialog:

Action: - ANOTHER VARMINT BOUNDS IN

Timing:



G2 M:

- VARMINT TURNS TO ATTACK
- MARCELINE LIFTS FOOT HIGH.



FEB 04 2015

EPISODE # 1034-208

1034/208

1034/208

ADVENTURE TIME

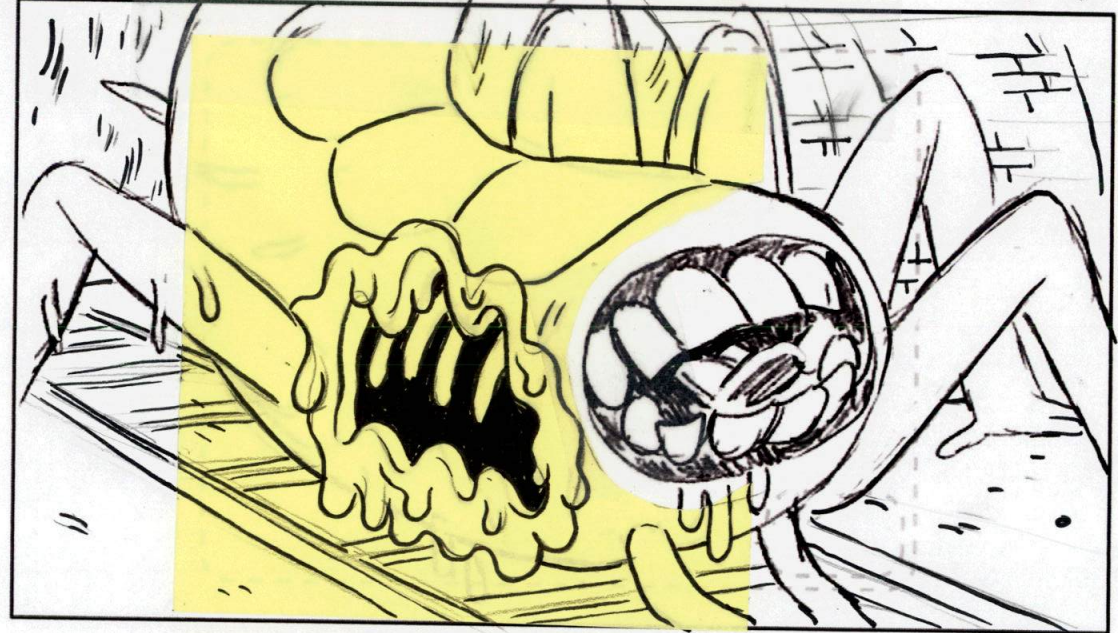


Page **178**

Sc. **107 CONT** Pnl. **1** Bg. day night



Sc. **108** Pnl. **A** Bg. day night



Dialog:

SFX: * SQUISH! *

HEALING
MV: GROOOOWL

Action:

Timing:

FEB 04 2015

EPISODE #

Production :

1034-208

1034/208

1034/208

1034/208

ADVENTURE TIME

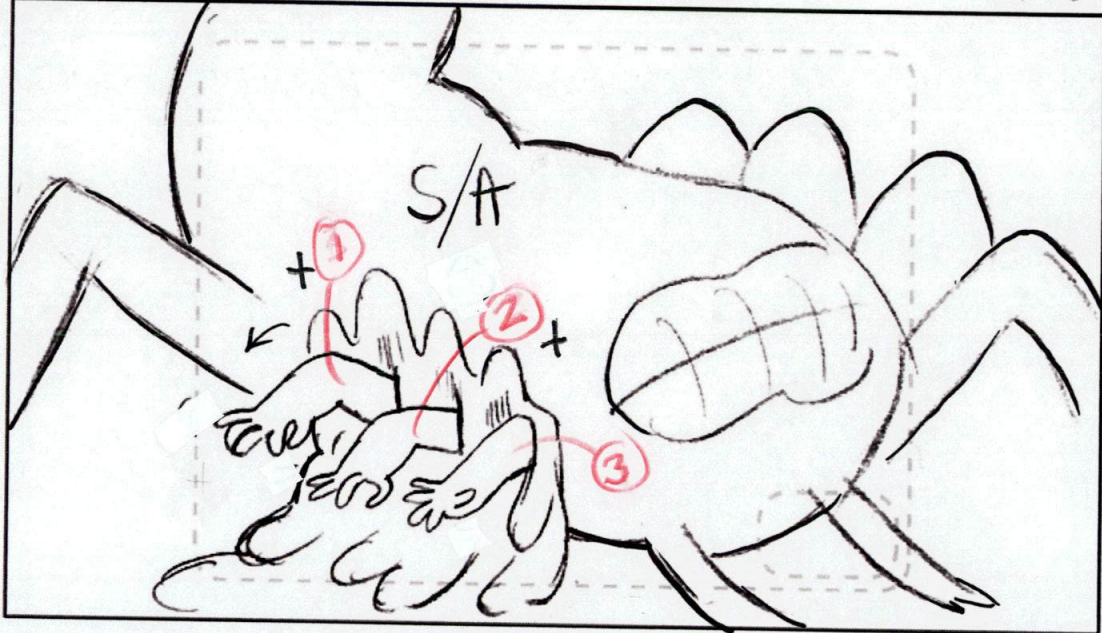


Page 179

Sc. 108 *cont* Pnl. B Bg. day night



Sc. 108 *cont* Pnl. C Bg. day night



Dialog:

Action:

- HOLE FILLS WITH GOO, STARTS HEALING.

Timing:



- gross Baby arms emerge, WRIGGLING



FEB 04 2015

Cut

EPISODE # 1034-208

1034/208

Production :

1034/208

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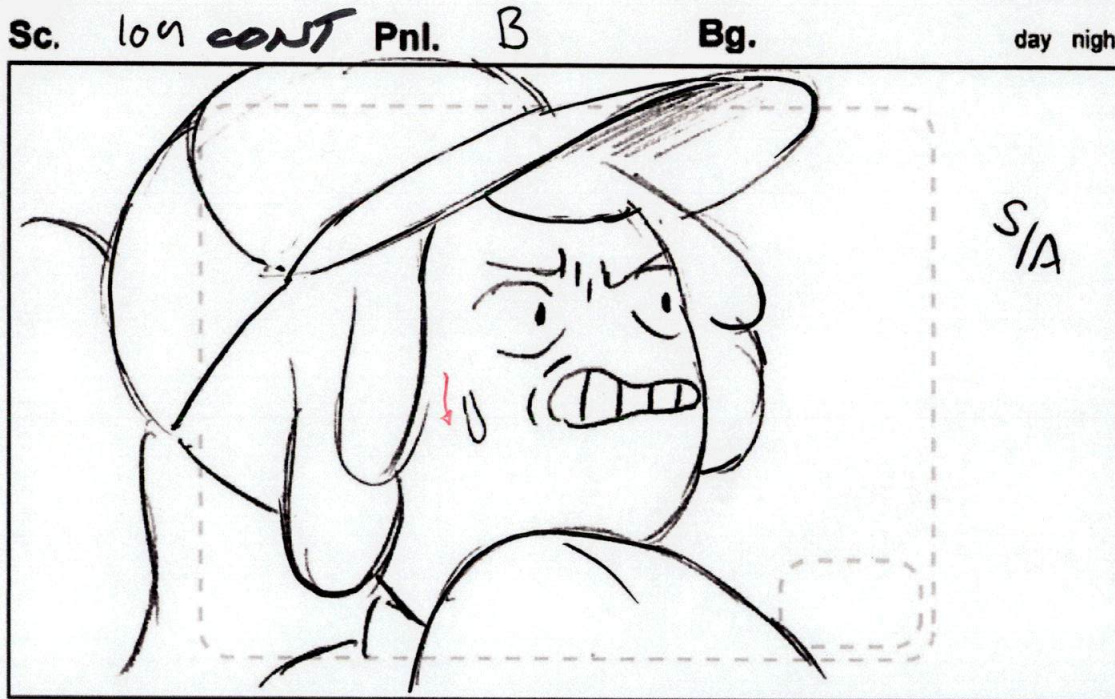
1034/208

Cut

ADVENTURE TIME



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Dialog:

(PB) ew.

Action:

Timing:

FEB 04 2015

Cut

1034-208

EPISODE #

1034/208

Production :

1034/208

1034/208

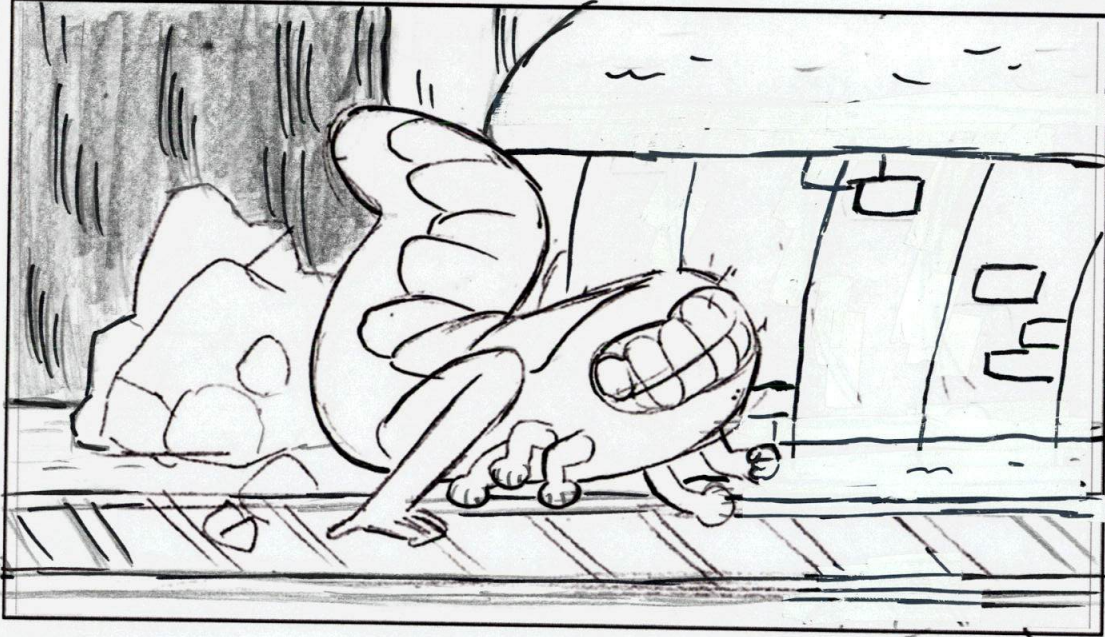
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ADVENTURE TIME



Page 181

Sc. 110 Pnl. A Bg. day night



Sc. 110 *cont* Pnl. B Bg. day night



Dialog:

SFX: * SH-SH-SH-SH *

Action:

- M V SHAKING

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

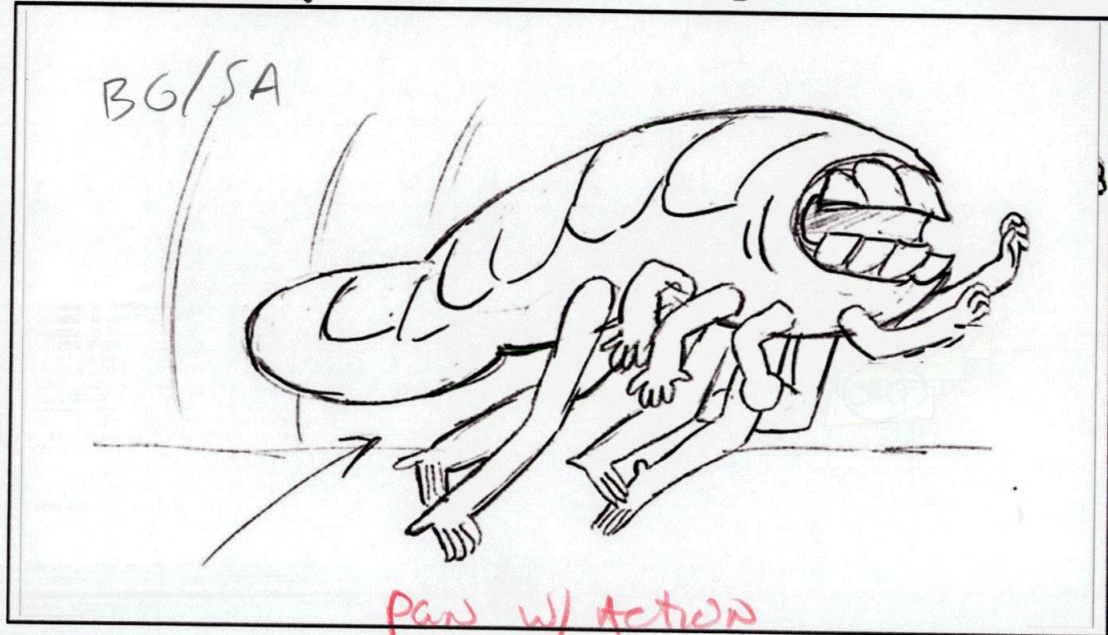
Production :

1034/208

NO SC
///

Page 182

day night



Pans w/ Action

→

Action:

- M.V. LEAPS OFF/S.

Timing:

day night



Path infection

Estoy

- M.V. LEAPS QN/S

FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

$$\overline{1034} \mid 208$$

ADVENTURE TIME



Page 183

Sc. 112

Pnl. A

Bg.

day night



Sc. 112 *CONT*

Pnl. B

Bg.

day night



Dialog:

(PB) MARCELINE!
LOOK OUUUUTTT!!

Action:

Timing:

FEB 0 4 2015

Production :

EPISODE #

1034-208

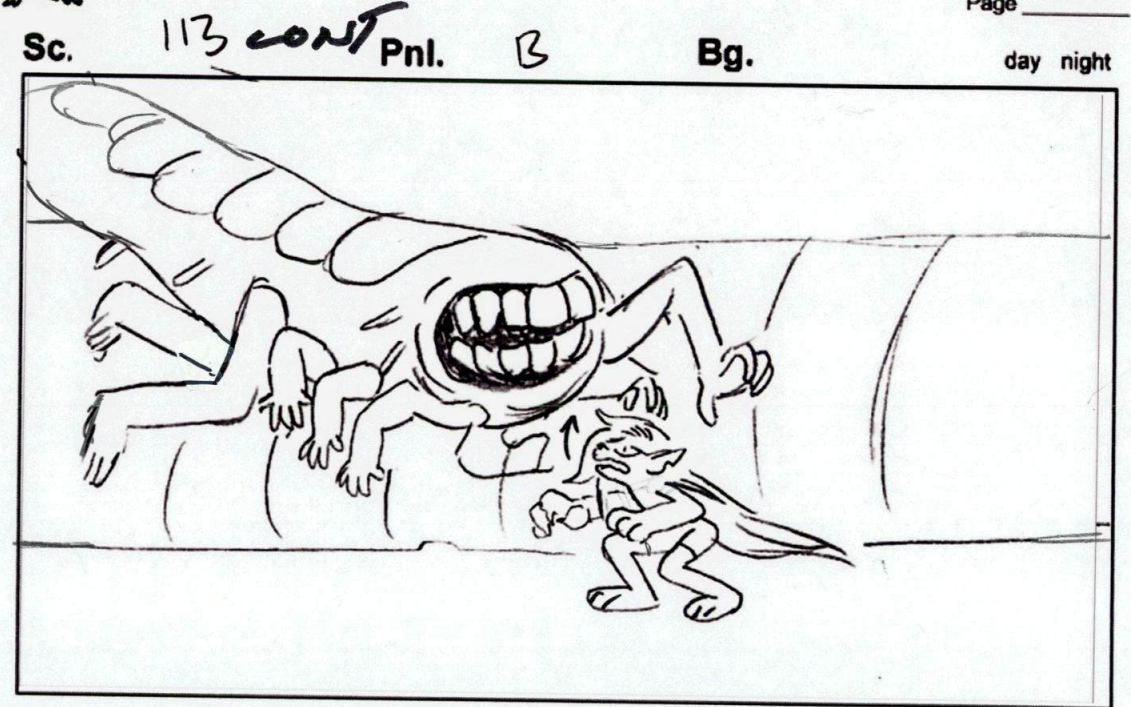
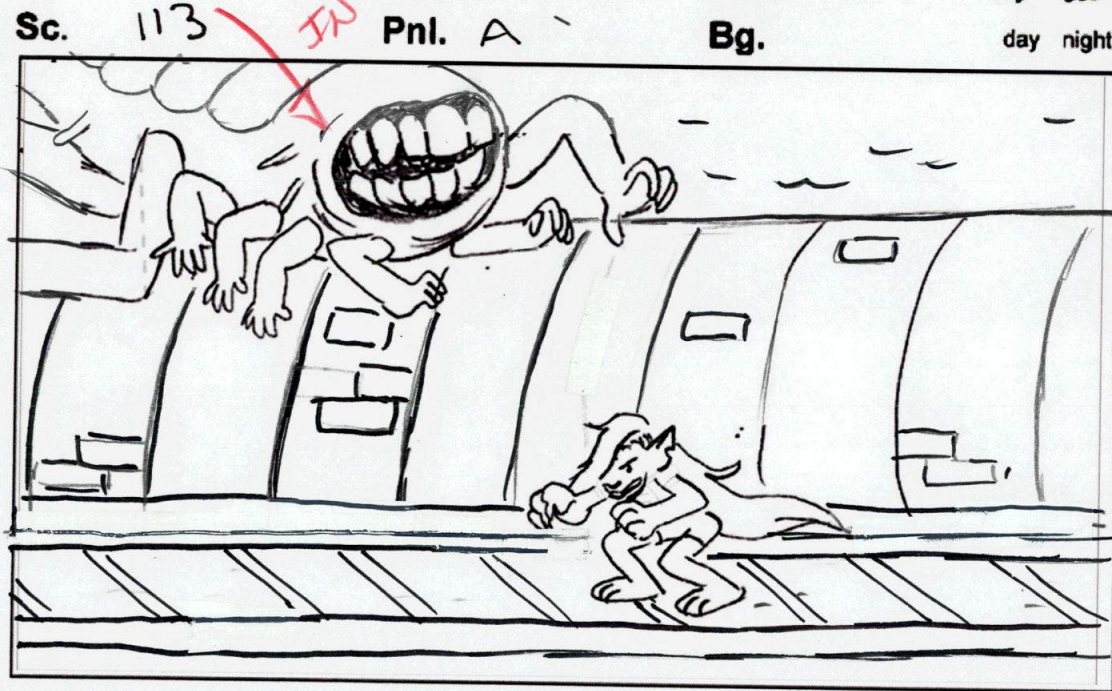
1034/208

1034/208

ADVENTURE TIME



Page **184**



Dialog:

M: HRUH?

Action:

- M.V. PLUMMETS TOWARDS M.

- M LOOKS UP

FEB 04 2015

Timing:

EPISODE # 1034-208

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Production :

1034/208

ADVENTURE TIME

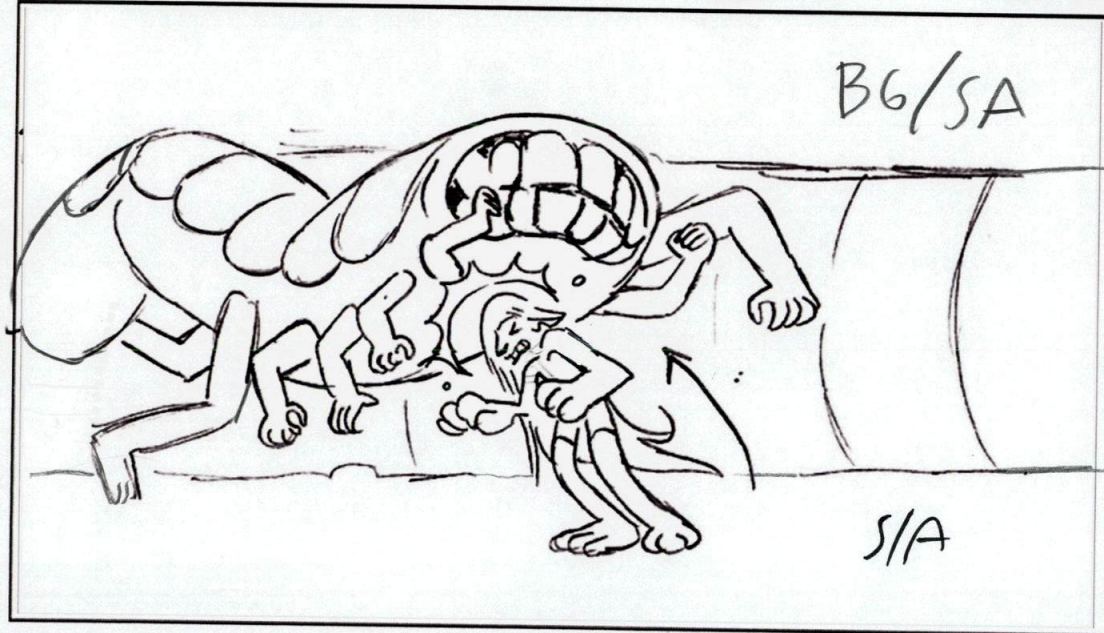


Page 185

Sc. 113 CONT Pnl. C

Bg.

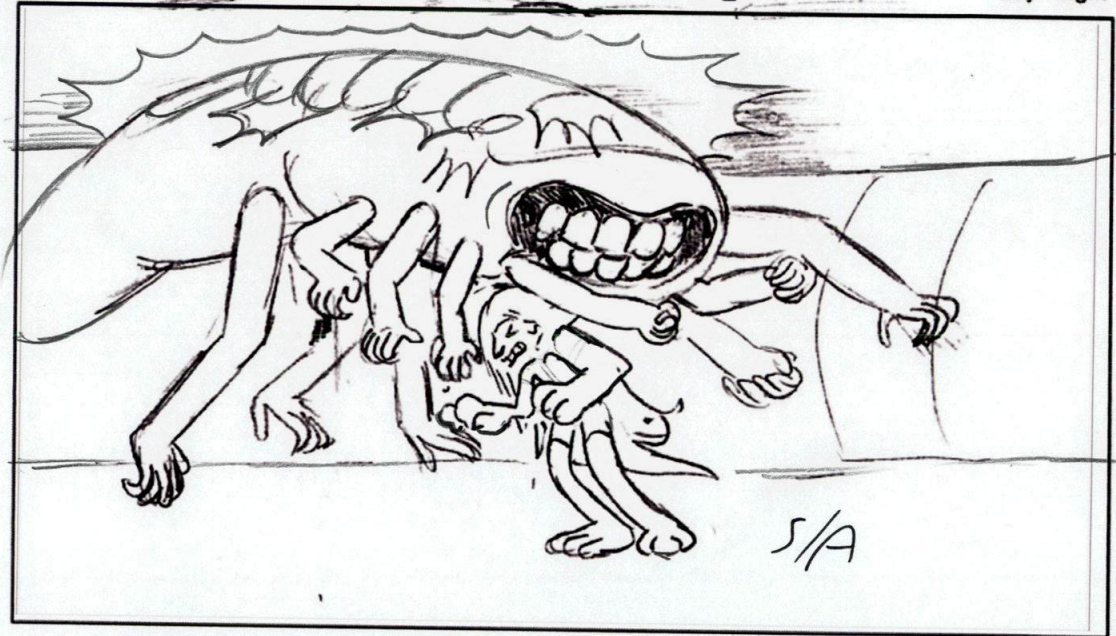
day night



Sc. 113 CONT Pnl. D

Bg.

day night



the cut

EPISODE # 1034-208

1034/208

Dialog:

M: [PAINFUL GRUNT]

M.V: [SCREECH IN PAIN]

Action:

- M SLAMS AGAINST MV

- MV HITS THE CEILING

FEB 04 2015

Timing:

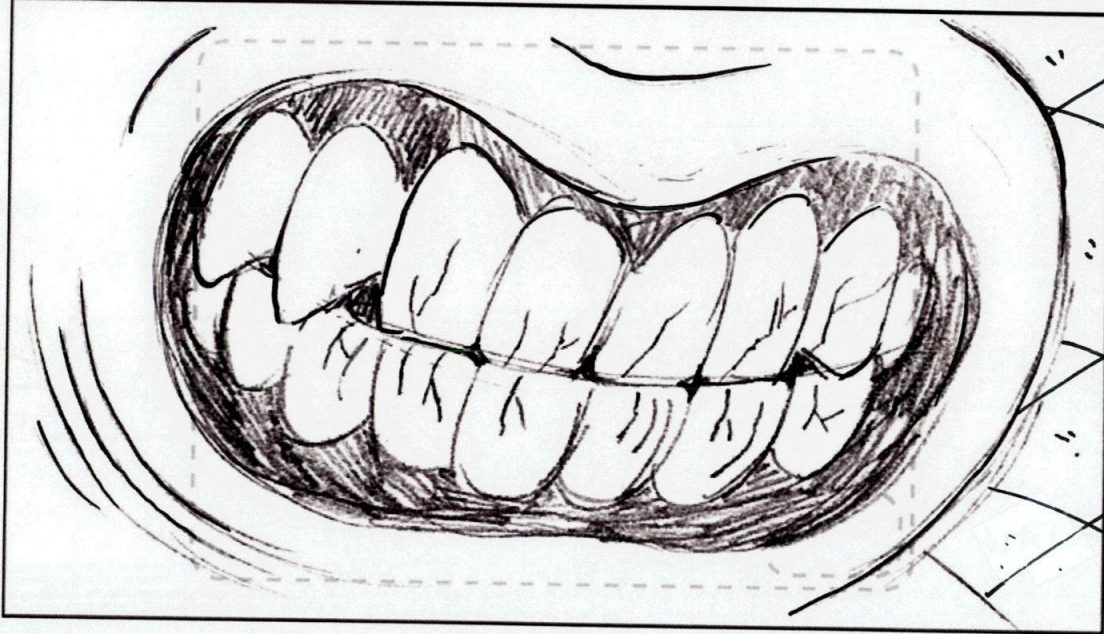
Production :

1034/208

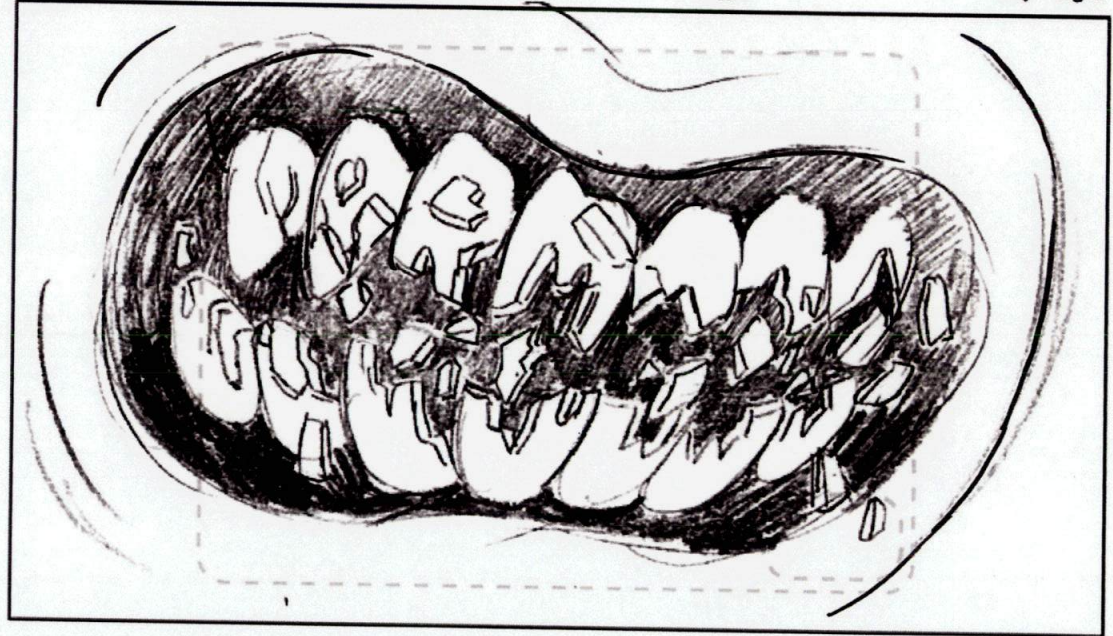


ADVENTURE TIME

Sc. 114 Pnl. A Bg. day night



Sc. 114 CONT Pnl. B Bg. day night



Dialog:

SFX: *KK-KK-KK*

SFX * SKSHHH *

Action:

CU OF TEETH FRACTURING.

-TEETH SHATTER IN SLO-MO (REF. TO "DENTIST")

Timing:

FEB 04.2015

Production :

Page 186

1034-208

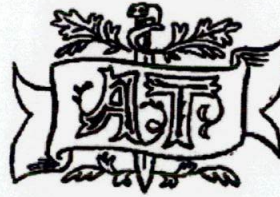
EPISODE #

1034/208

1034/208

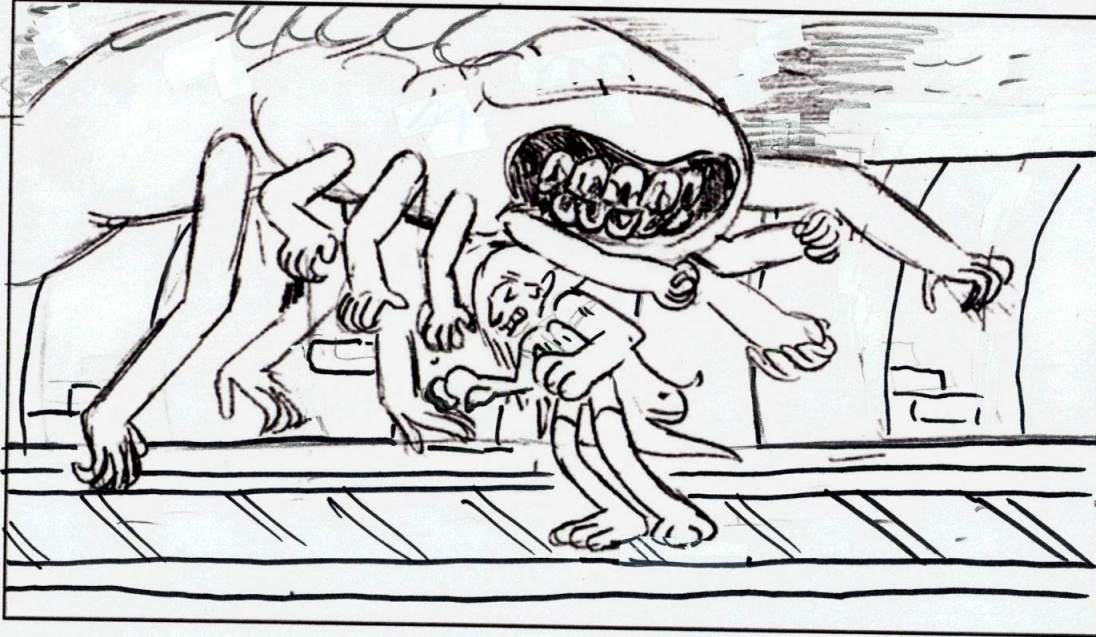
Hu
C.A.

ADVENTURE TIME

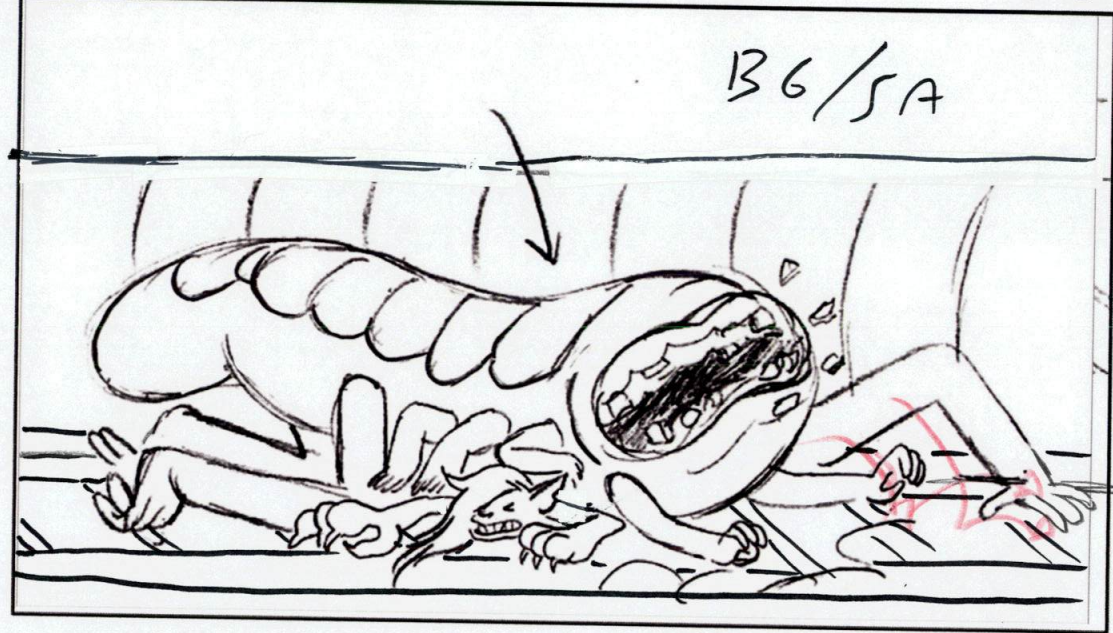


Page 187

Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night



Dialog:

M: UGH!

Action:

- M.V. COLLAPSES ON TOP OF MARCELINE.

- M SHAPESHIFTS TO
NORMAL SIZE

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

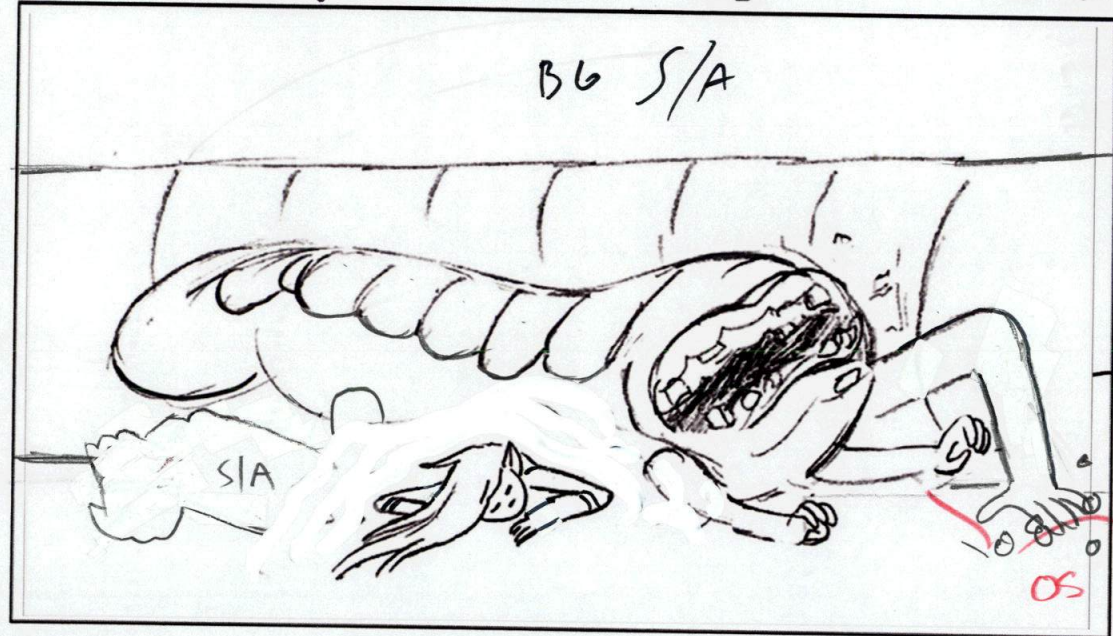
Production :

ADVENTURE TIME

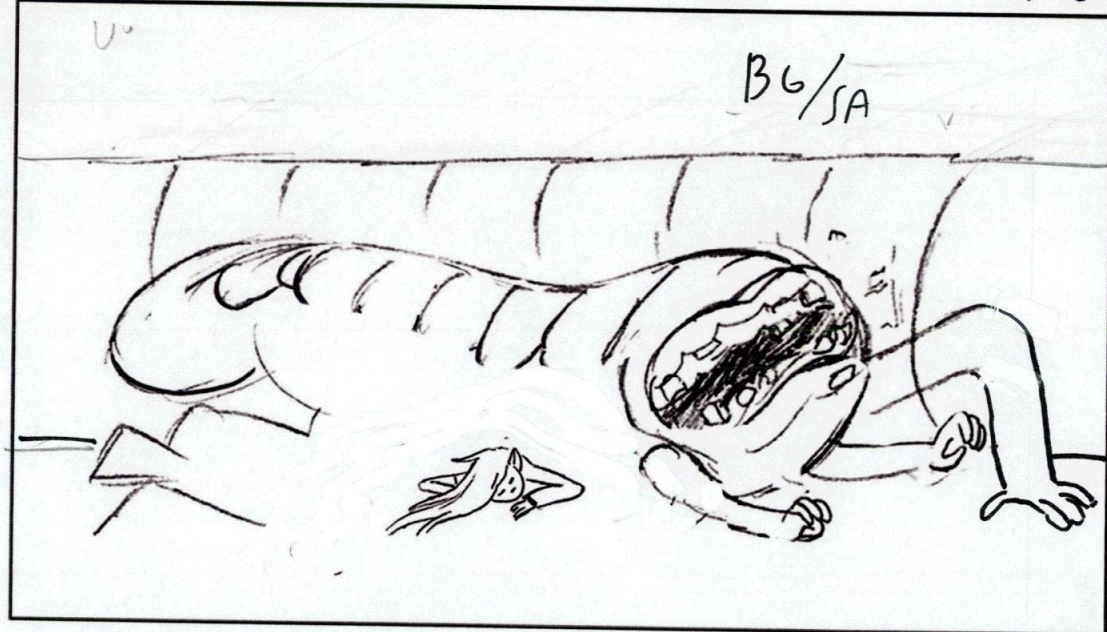


Page 188

Sc. 115 CONT Pnl. C Bg. day night



Sc. 115 CONT Pnl. D Bg. day night



Dialog:	ugh! M/ Come on!	
Action:	MARC MORPHS Back to Normal SELF	
Timing:		

FEB 04 2015

EPISODE # 1034-208

Production :

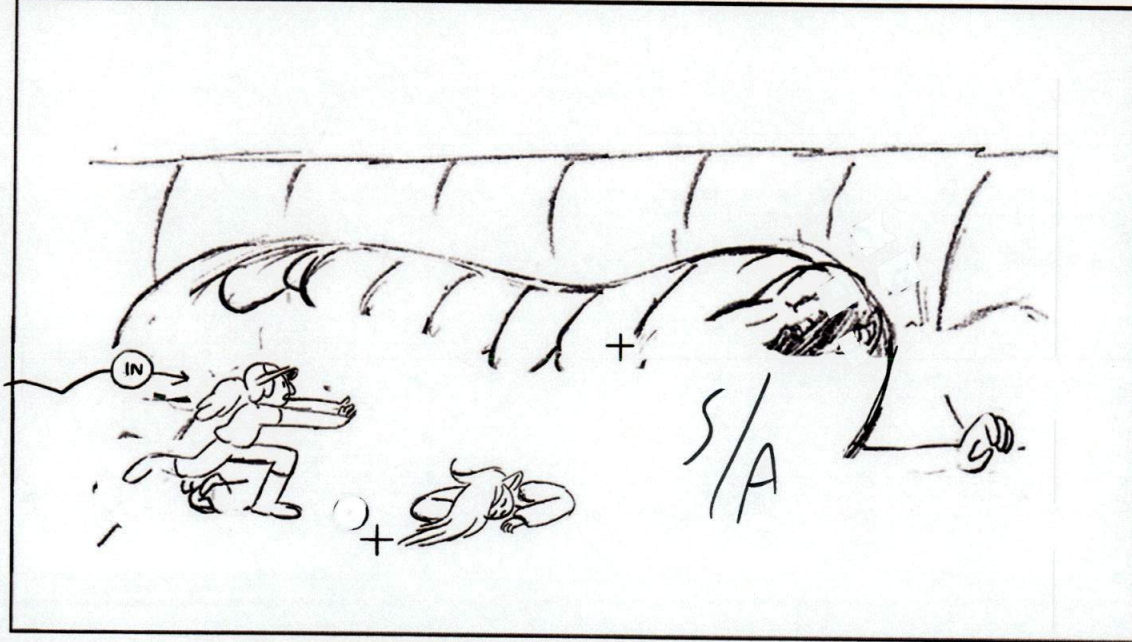
1034/208

ADVENTURE TIME

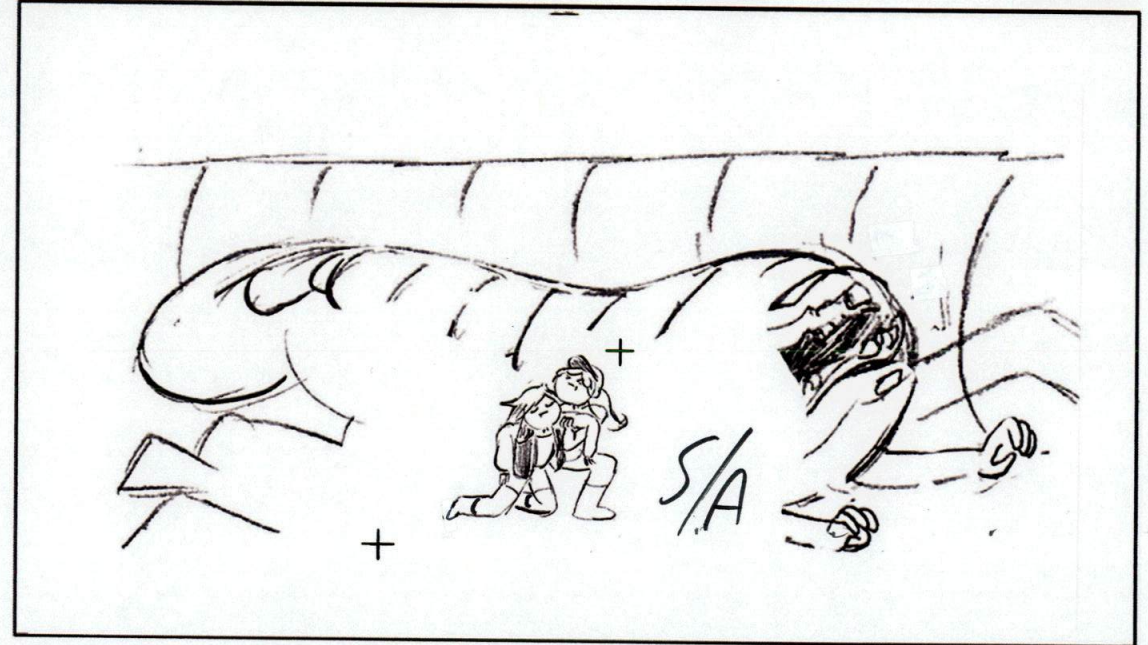






Page 189

Sc. 115 CONT Pnl. E Bg. day night



Sc. 115 CONT Pnl. F Bg. day night



Dialog:	(PB) MARCY!			(PB) HNNNGHHH
Action:	- PB RUNS ON/S AND GRABS M.			- PB STRAINS TO PICK UP MARCELINE
Timing:				FEB 0 4 2015

1034-208

EPISODE #

1034/208

Production :

1034/208

1034/208

ADVENTURE TIME



Next Pg 192

Page 190
NO PG 191
day night

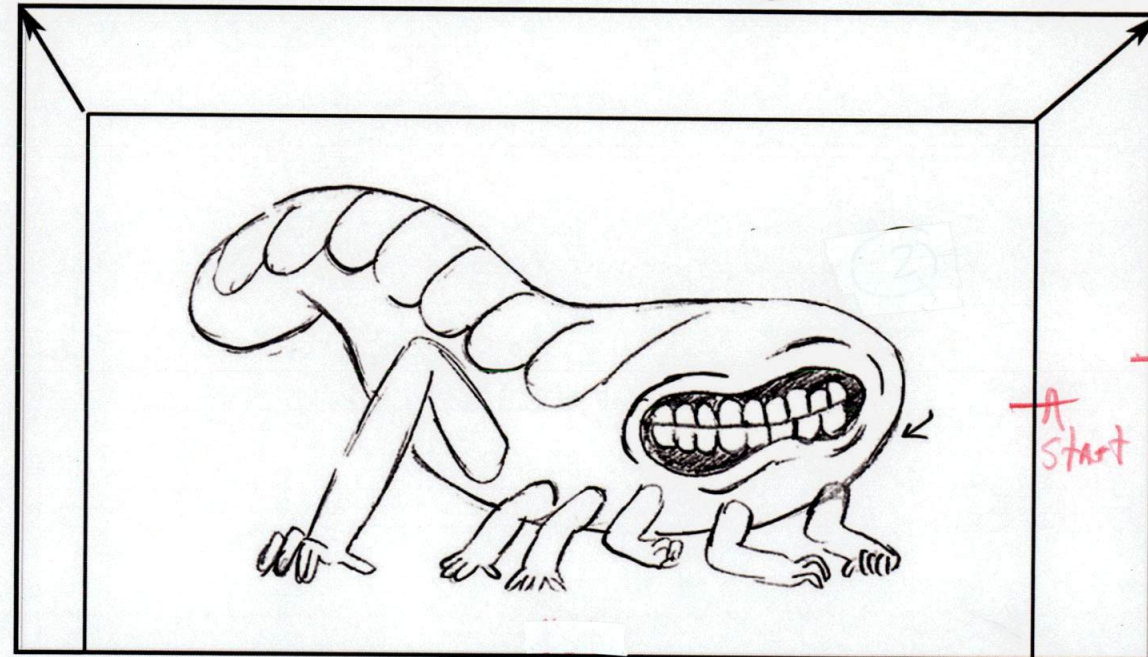
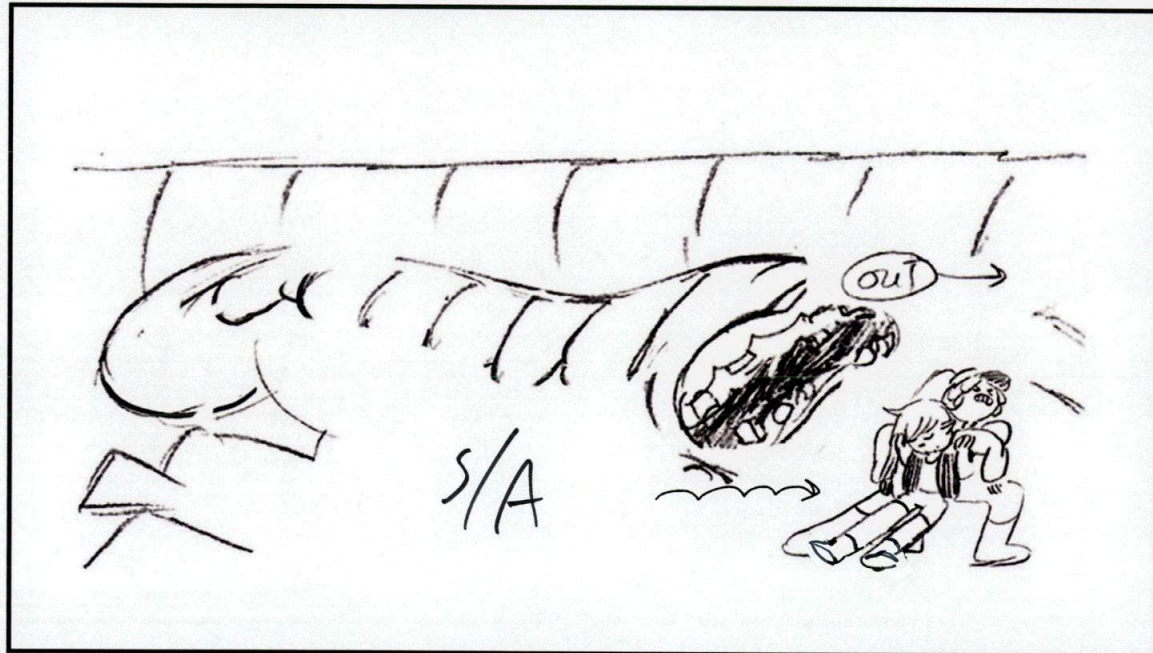
Sc. 115 *CONT* Pnl. G

Bg.

day night

Sc. 115 *CONT* Pnl. H

Bg.



Dialog:

Action:

- PB HUSTLES OFF/5 DRAGGING M.

Timing:

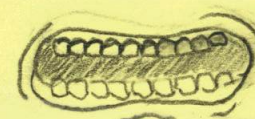
- TEETH GROW BACK
- Truck out

(H1)

FEB 04 2015



(H2)



EPISODE # 1034-208

1034/208

Production:

1034/208

1034/208

ADVENTURE TIME



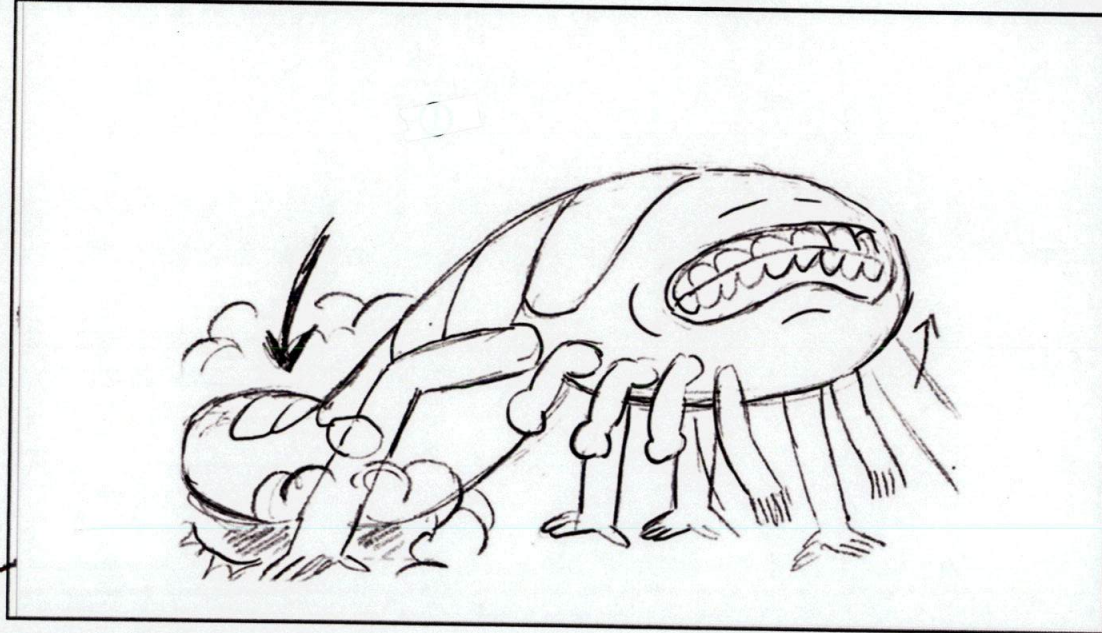
No Sc.116

Page 192

Sc. 115 *CONT* Pnl. I

Bg.

day night

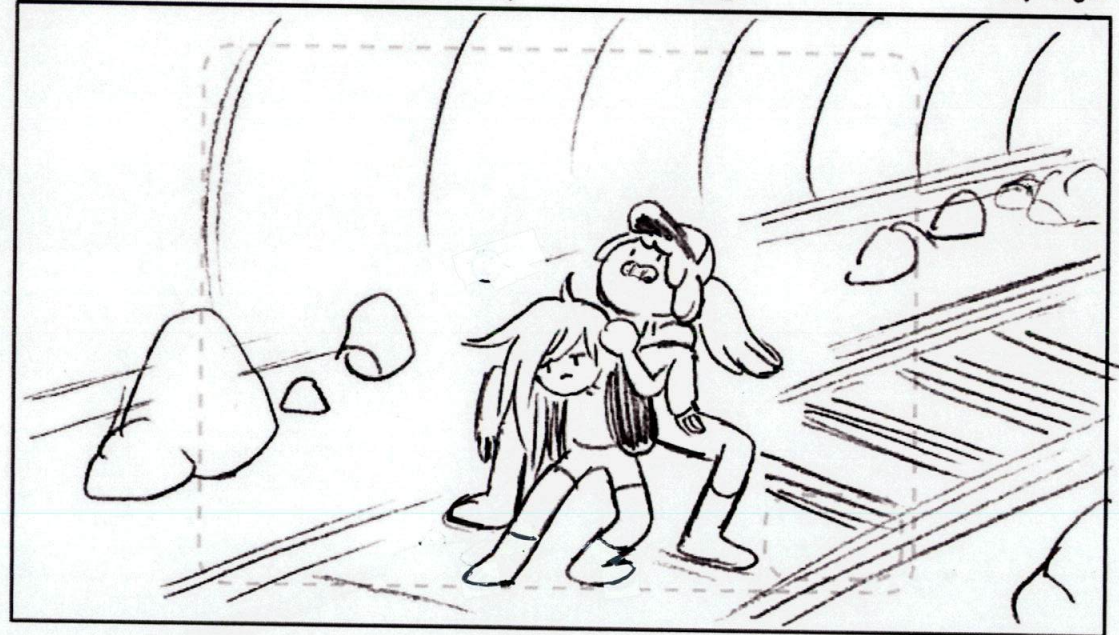


Sc. 117

Pnl. A

Bg.

day night



Dialog:

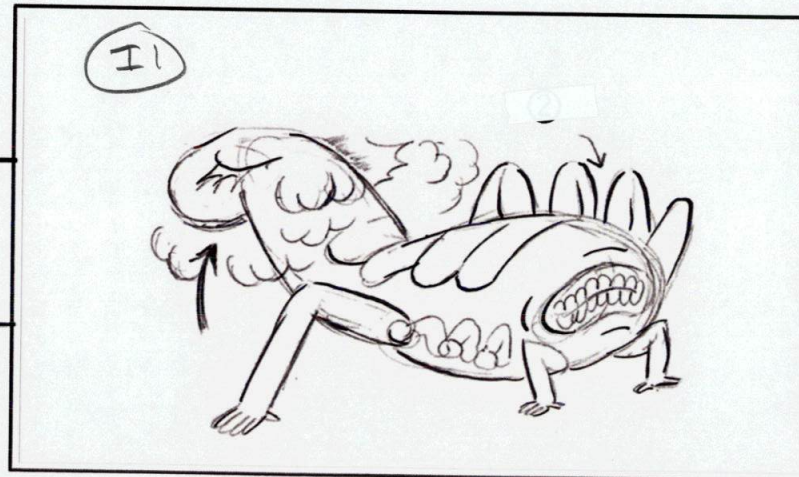
Sfx: **BAM**

Action:

- M.V.
SLAPS CEILING
AND FLOOR
W/ TAIL

BAM

Timing:



Sfx: *RUMBLING*

FEB 04 2015



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EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME

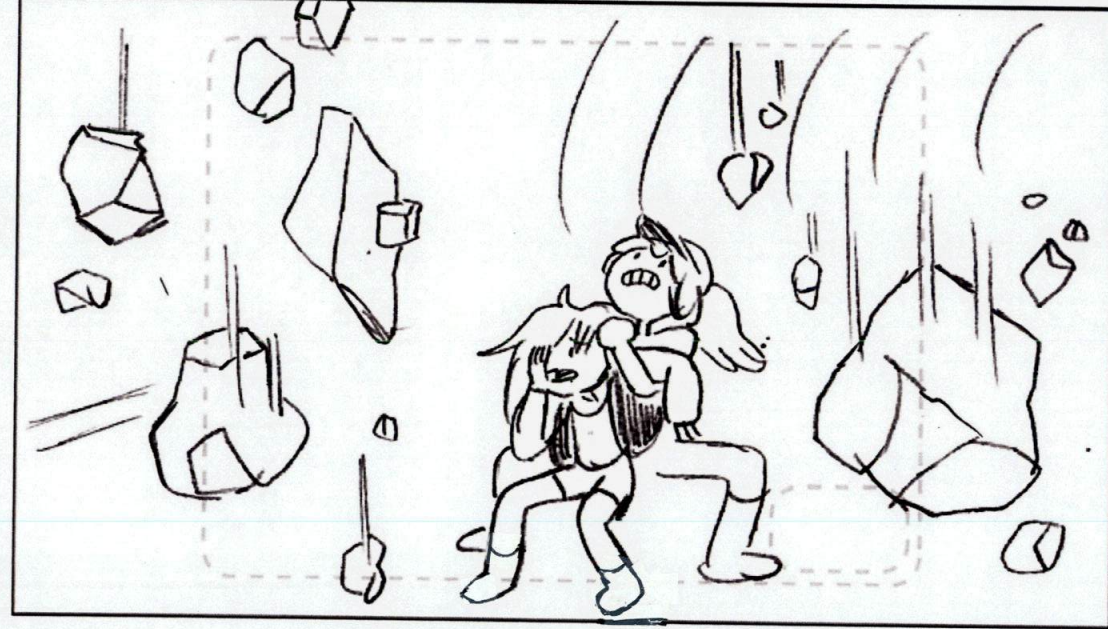


HO
CUT

Page 193

CUT

Sc. 117 *cont* Pnl. B Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:	<p><u>M</u>: UHHH</p> <p>(PB) SHE'S GOING TO BRING THE WHOLE TUNNEL DOWN!</p>	
Action:	<p>- MARCELINE REGAINS HER SENSES</p> <p>- ROCK CANDY CHUNKS RAIN DOWN.</p>	
Timing:	<p>FEB 04 2015</p>	

1034-208

EPISODE #

1034/208

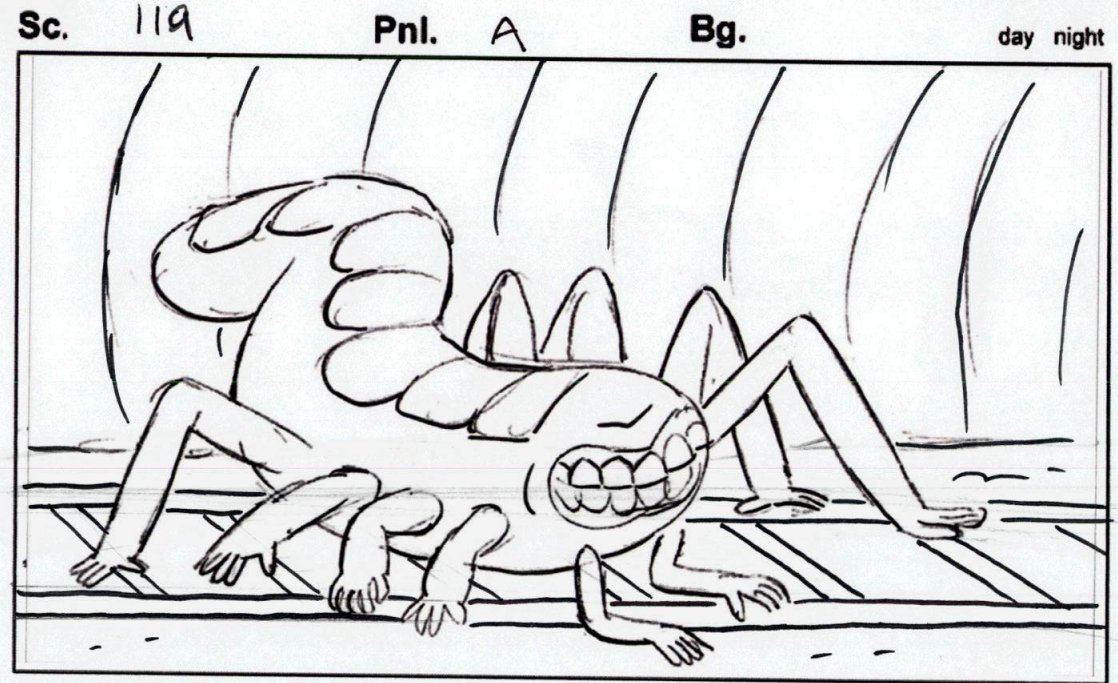
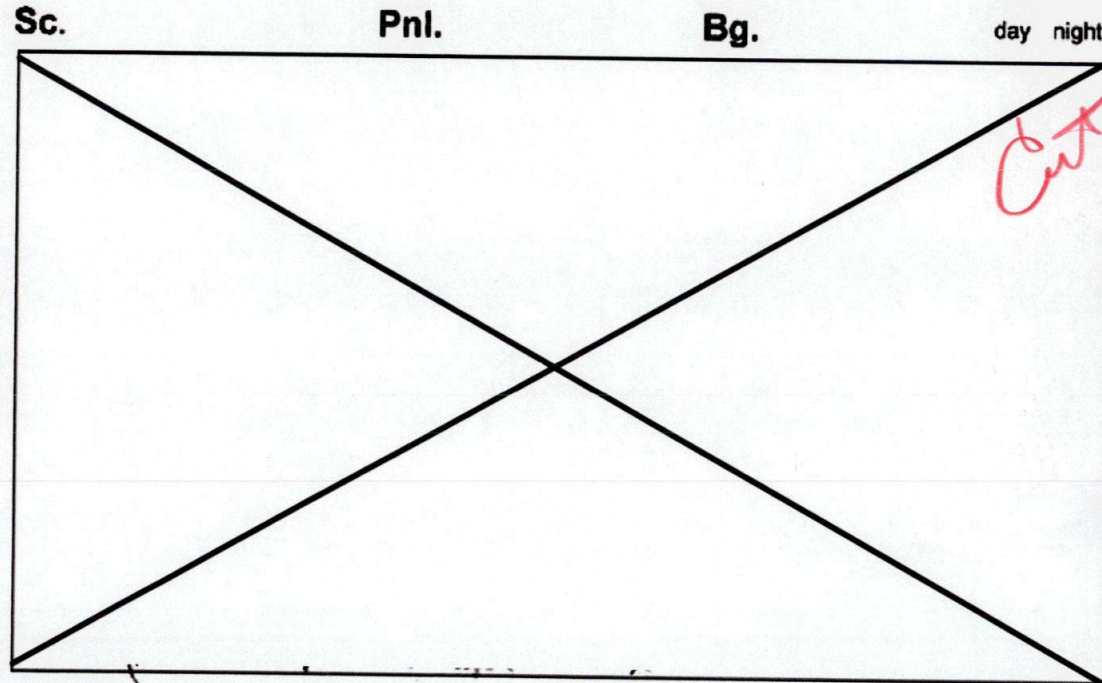
Production :

1034/208

ADVENTURE TIME



Page 194



Dialog:
Action:
Timing:

FEB 04 2015

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EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME



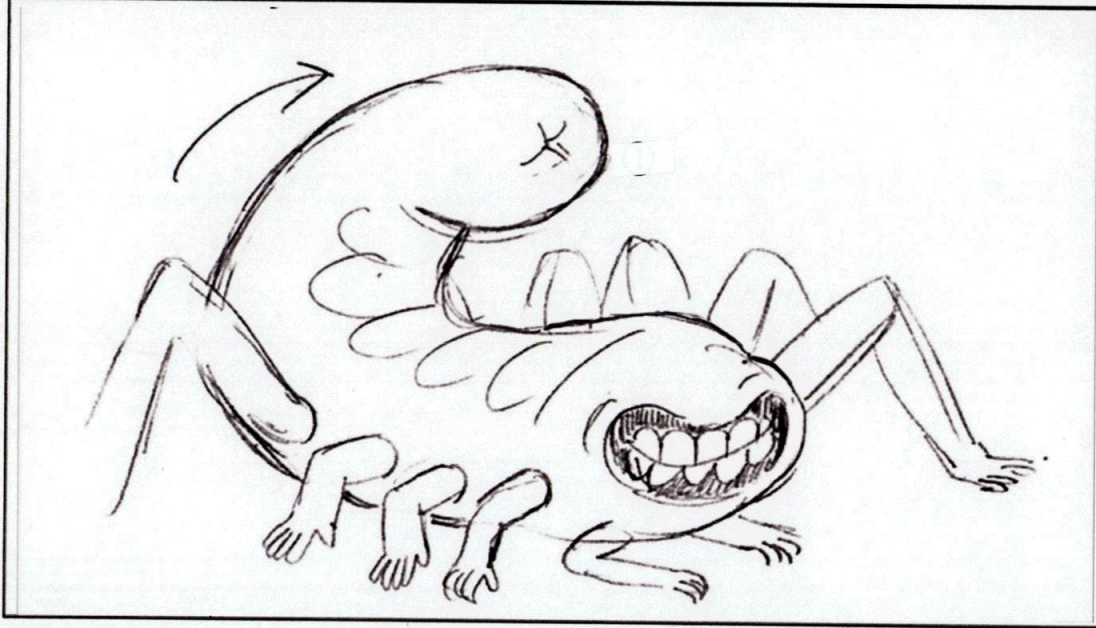
cut

Page 195

Sc. 119 *cont* Pnl. B

Bg.

day night

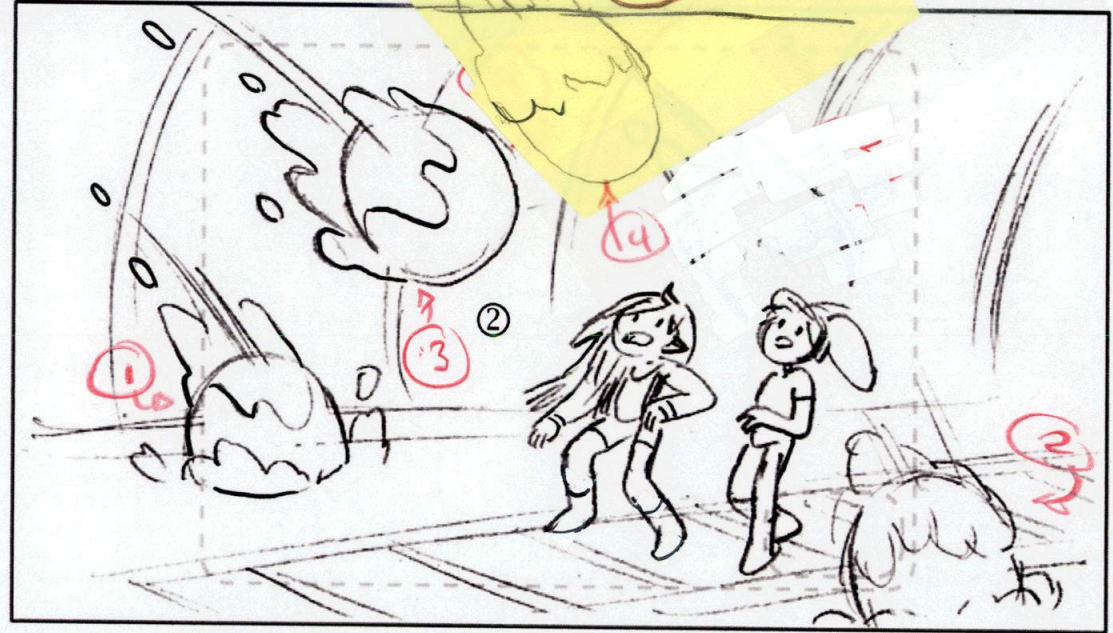


Sc. 120

Pnl.

(A)

day night



Dialog:

SFX: * PCHW - PCHW

SFX: * THINK - THINK * THINKX

FEB 04 2015

Action:

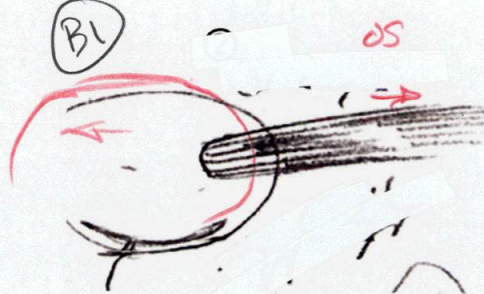
-M.V.
RESUMES
FIRING EGGS

Timing:

OV
RECOIL
BACK

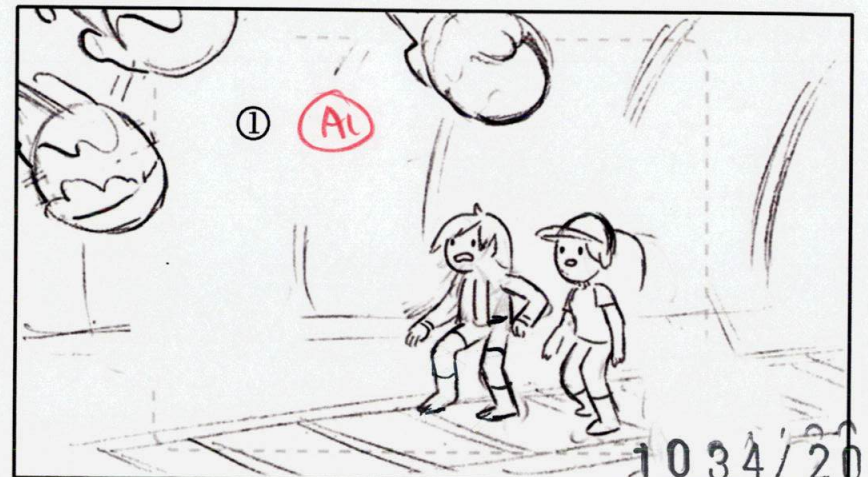
(A)

(B1)



RECOIL UP

(B2)



1034-208

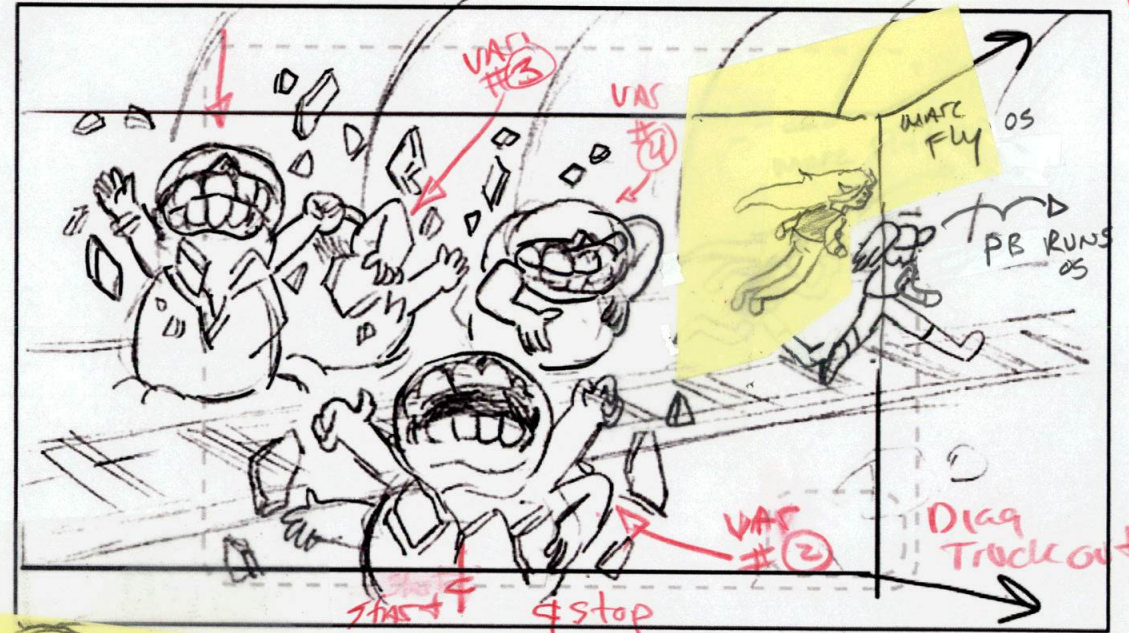
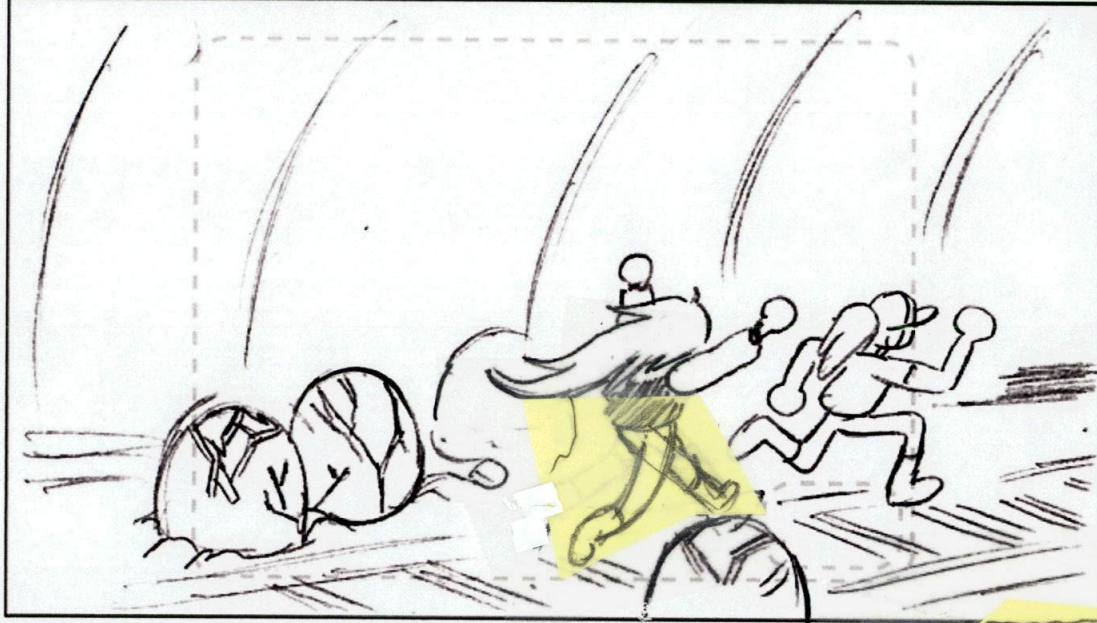
EPISODE #

1034/208

1034/208

Cut

Sc. 120 ^{VAT} ~~11~~ ^{CONT} Pnl. C Bg. Page _____ day night

[illegible]

Production :

1034/208

EPISODE # 1034-208

1034/208

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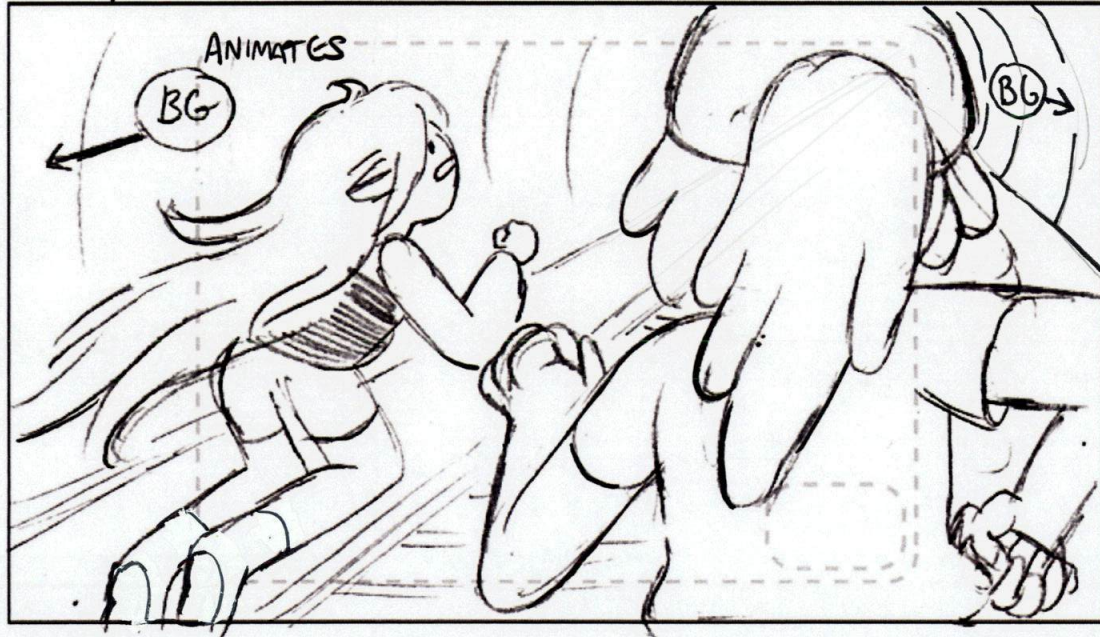
Cut

ADVENTURE TIME

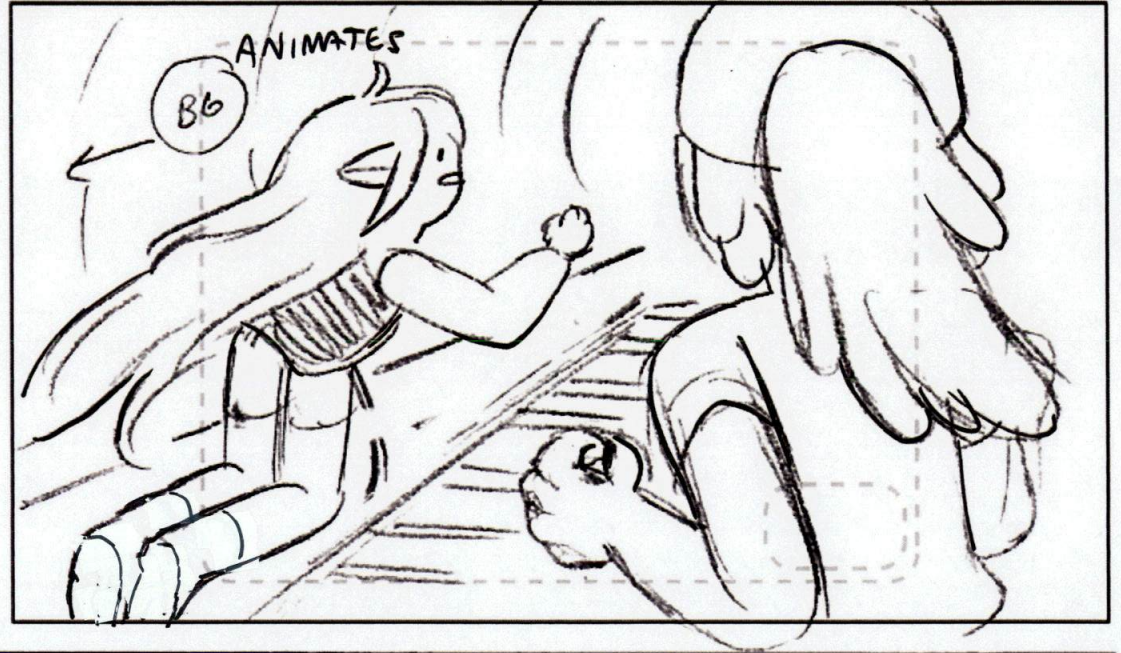


Page 19.7

Sc. 121 Pnl. A Bg. day night



Sc. 121 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:

FEB 04 2015

1034-208

EPISODE #

Production :

1034/208

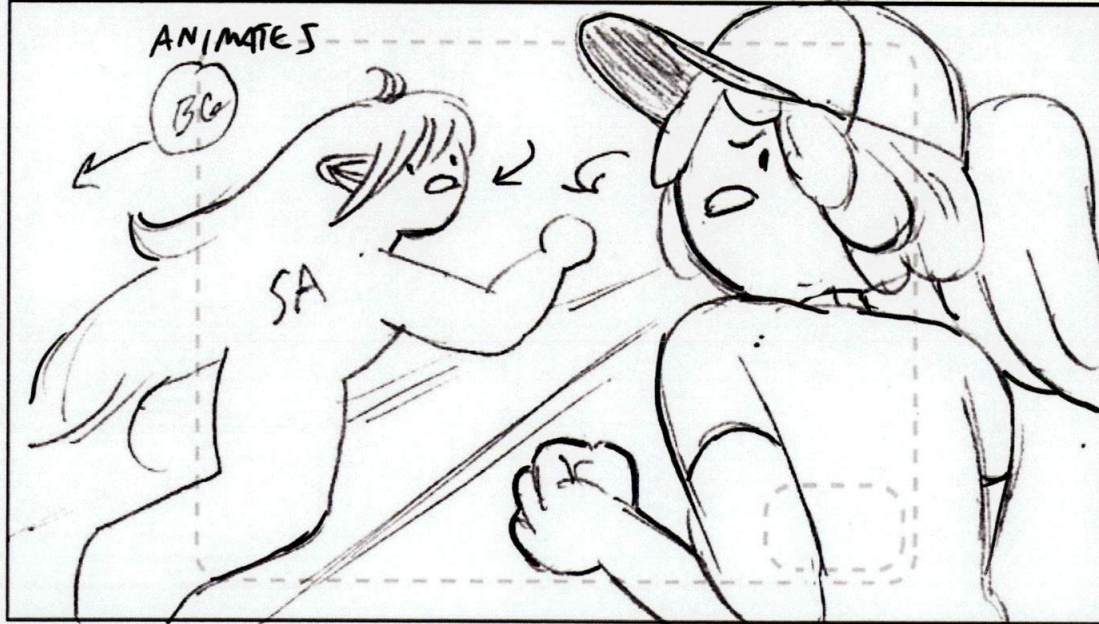
1034/208

ADVENTURE TIME

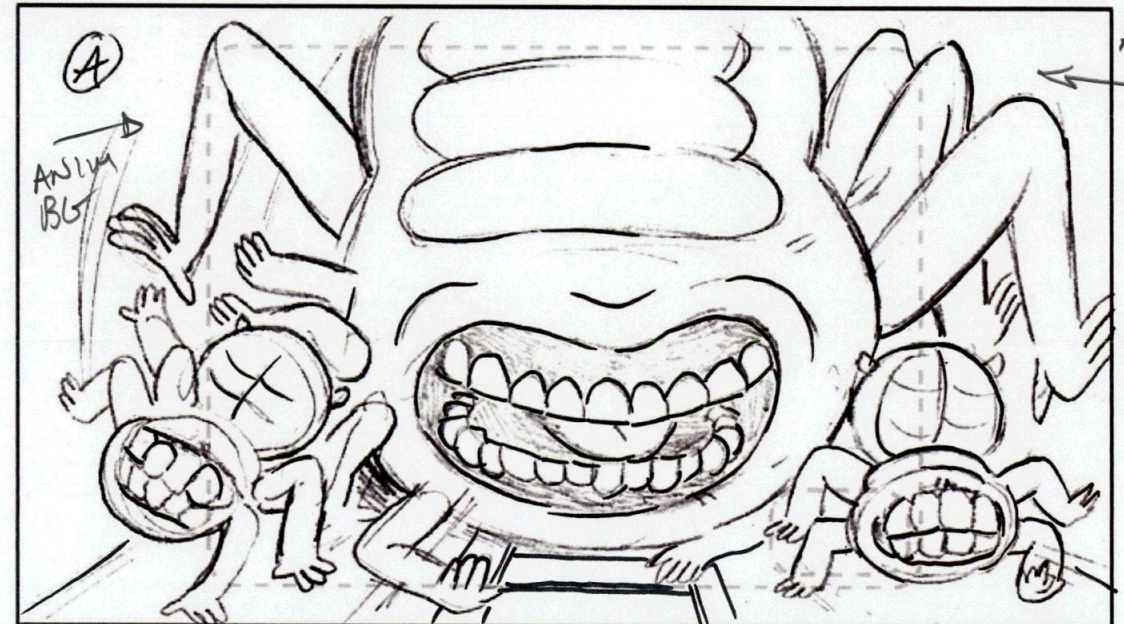


Page 198

Sc. 121 CONT Pnl. C Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:

Action:

-PM + M LOOK BACK

Timing:

FEB 04 2015

EPISODE #

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1034/208

Production :

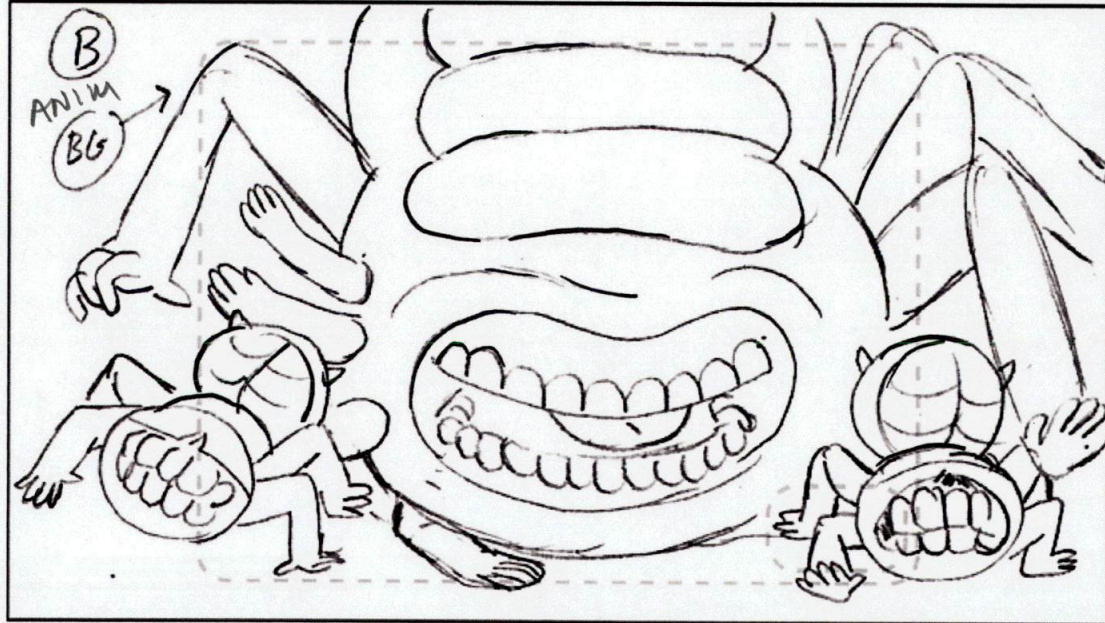
1034, 208

ADVENTURE TIME

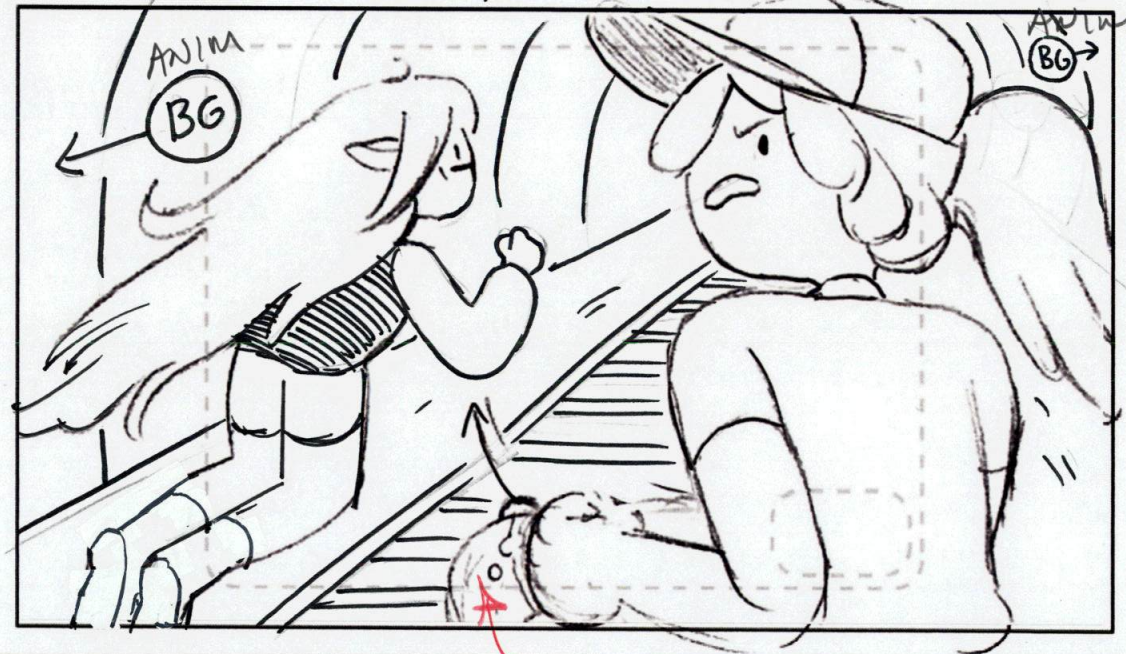


Page 199

Sc. 122 CONT Pnl. B Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:

Action:

- PB RAISES PISTOL

FEB 04 2015

Timing:

cycle A B x2

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EPISODE #

1034/208

Production :

1034/208

ADVENTURE TIME

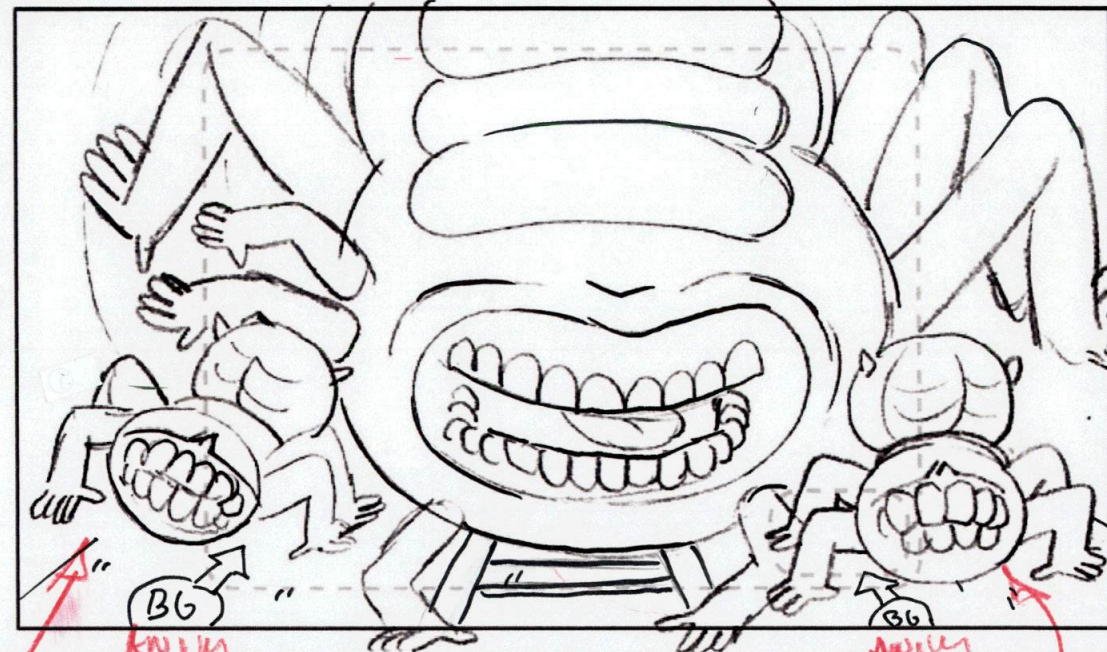


Page 200

Sc. 123 CONT Pnl. B Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:

SFX: PCHEW! PCHEW!

Action:

- PB FIRES

Timing:



- VARMINTS
RUNNING.

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Production :

EPISODE #

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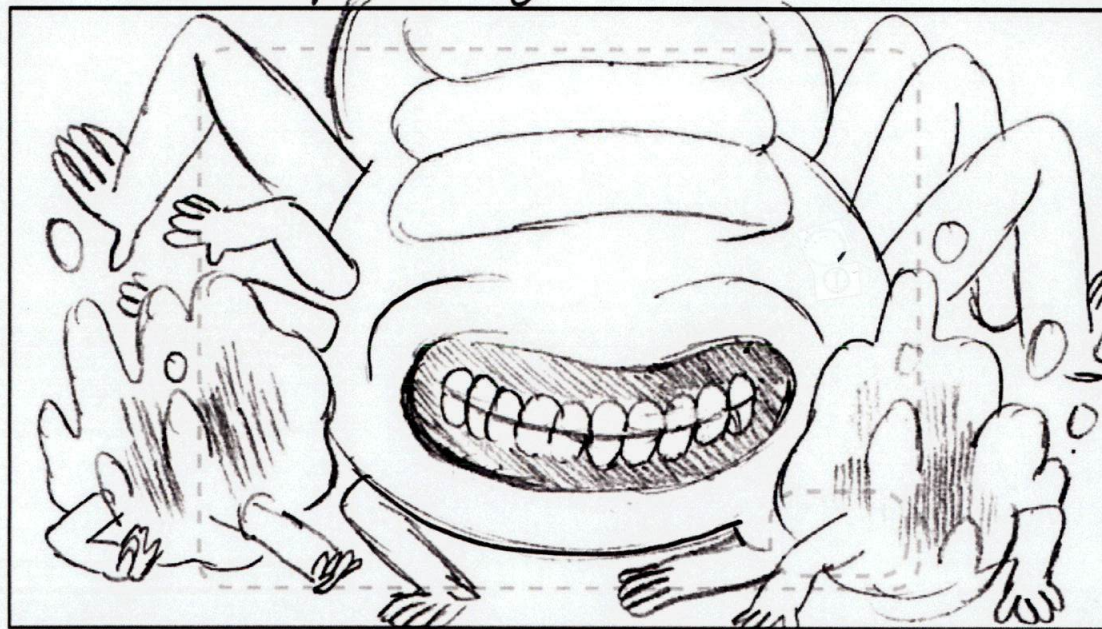
1034/208

1034/208

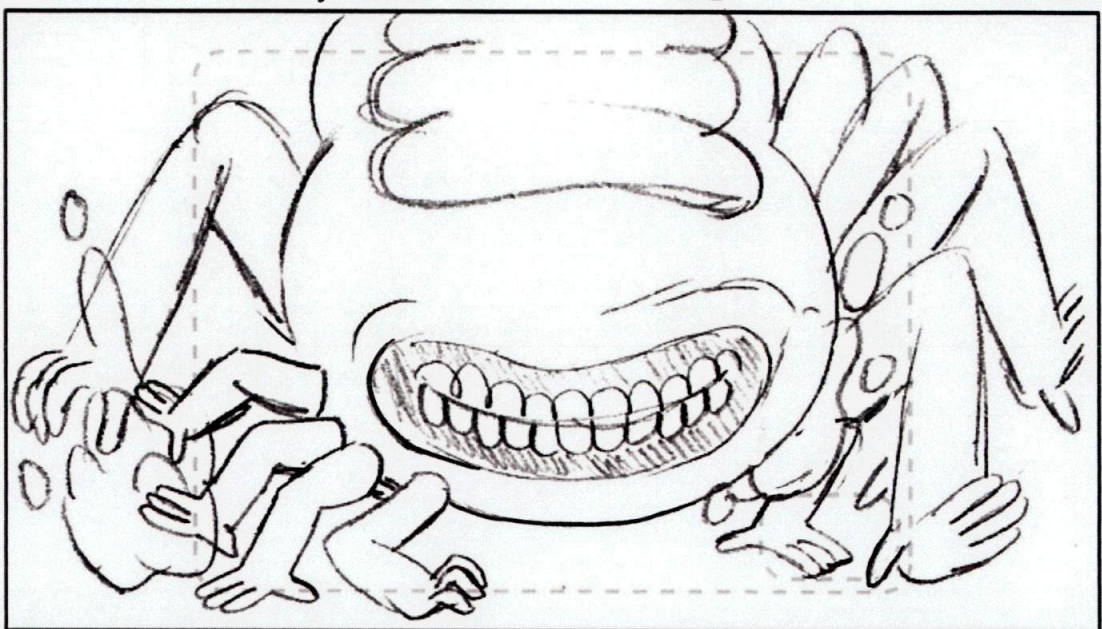
ADVENTURE TIME

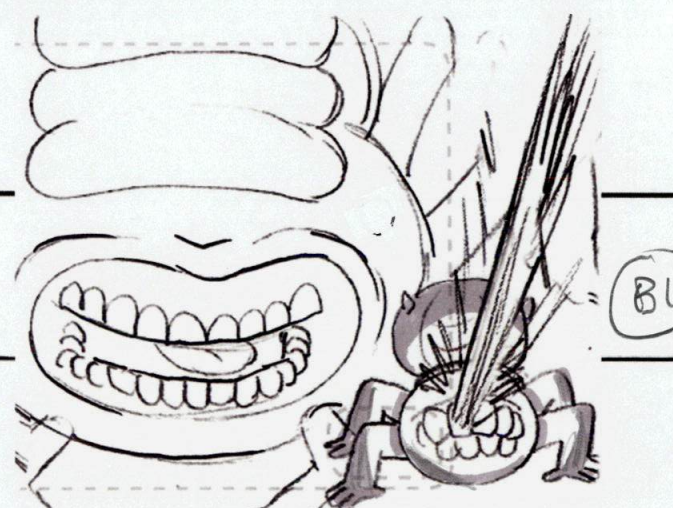


Sc. 124 CONT Pnl. B Bg. day night



Sc. 124 CONT Pnl. C Bg. day night



Dialog:		
Action:		
Timing:		

EXPLODE POP! POP!

-TWO VARMINTS EXPLODE

FEB 04 2015

BL

EPISODE # 1034-208

1034/208

Production :

ADVENTURE TIME

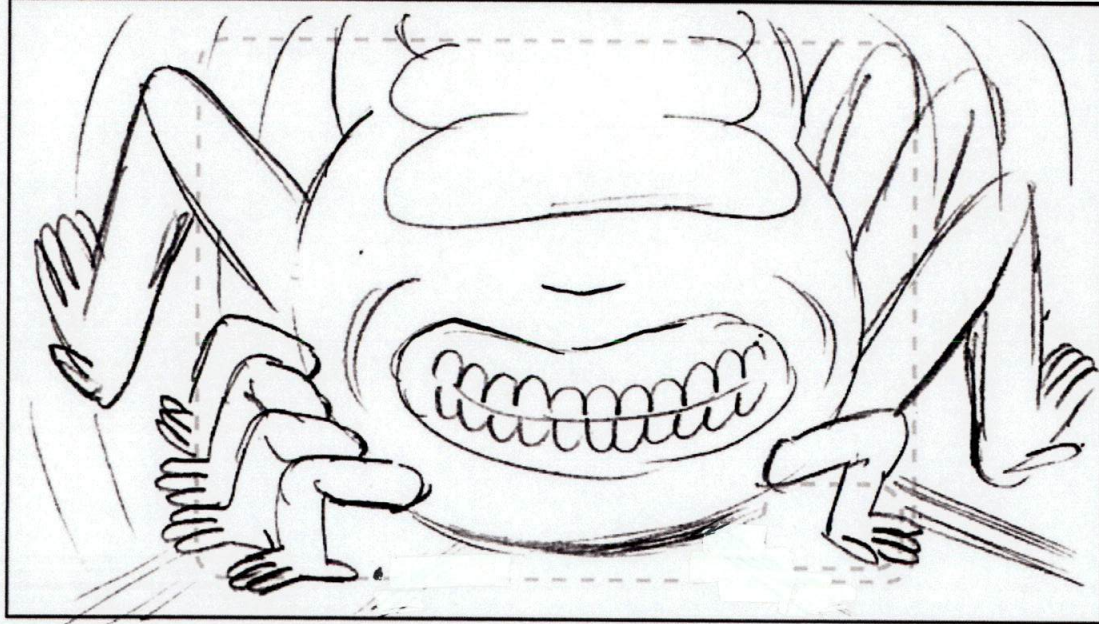


Page **202**

Sc. 124 CONT Pnl. D

Bg.

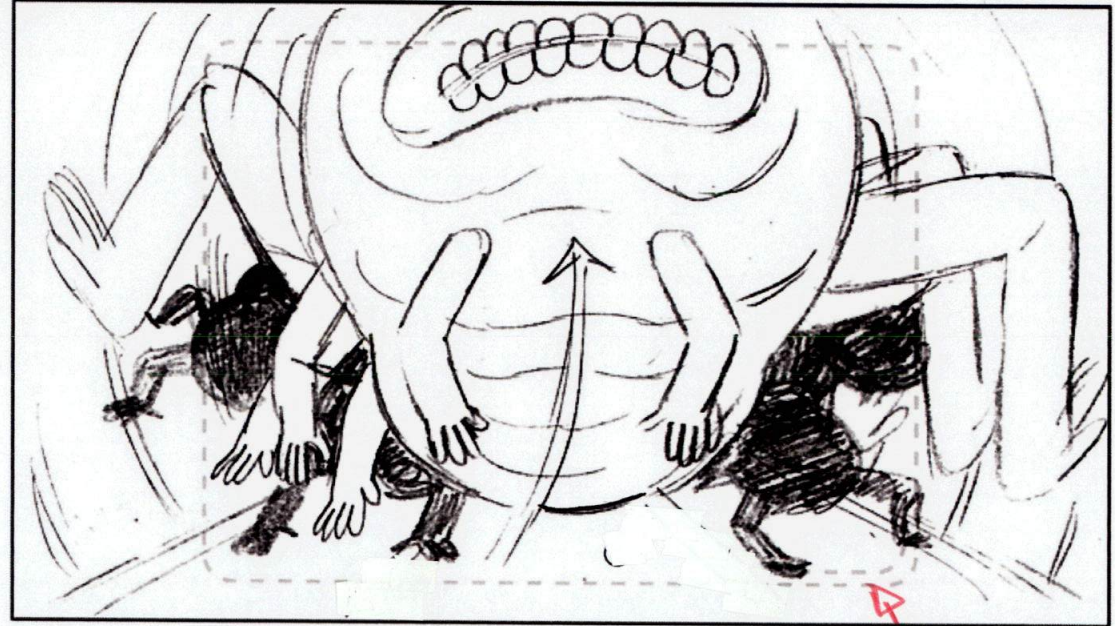
day night



Sc. 124 CONT Pnl. E

Bg.

day night



Dialog:

VARMINTS: HSSSS!

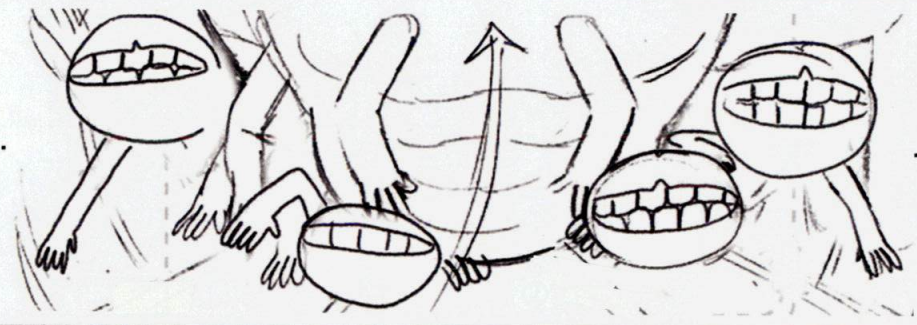
Distant
Baby VAR's

©1 FEB 04 2015

Action:

-M.V. LIFTS
UP TO REVEAL
MORE VARMINTS

Timing:



EPISODE # 1034-208

1034/208

Production :

1034, 208

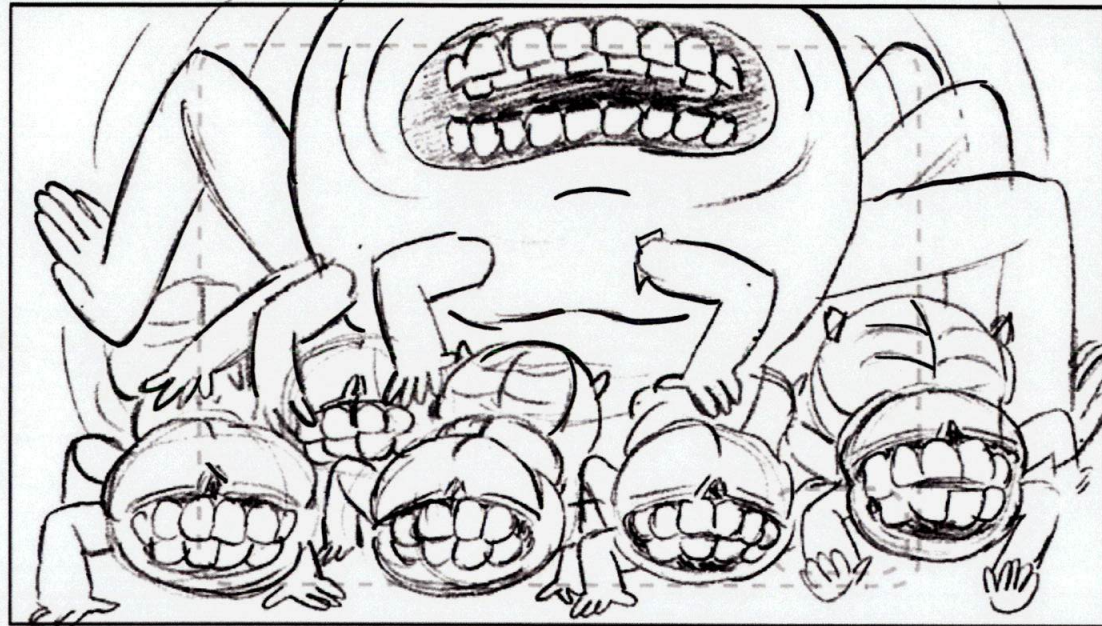
ADVENTURE TIME



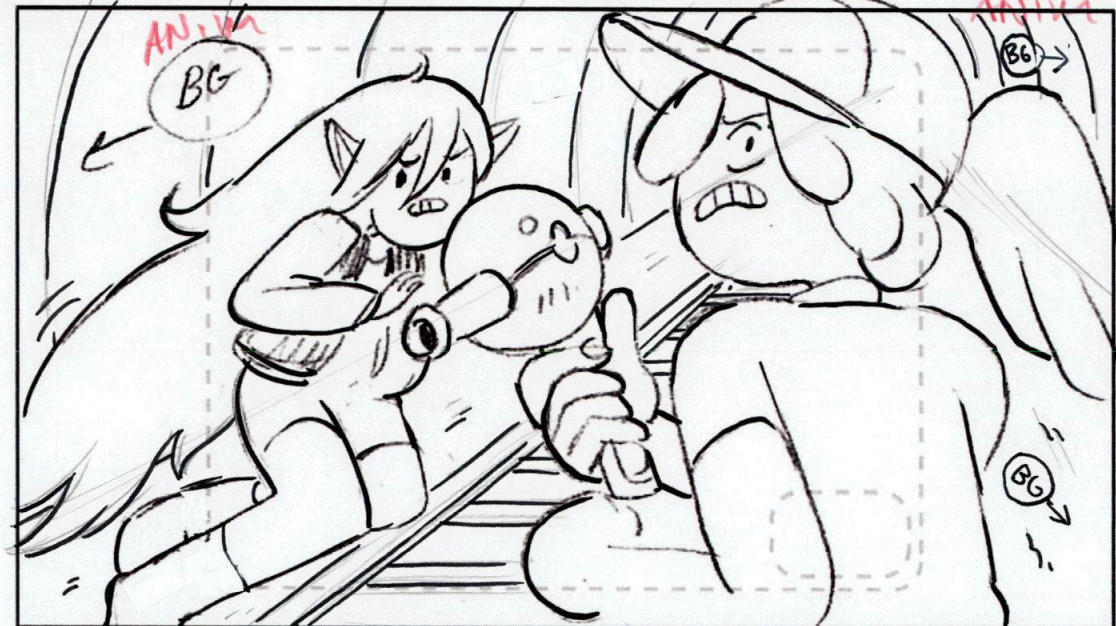
cut

Page **203**

Sc. **124 CONT** Pnl. **F** Bg. day night



Sc. **125** Pnl. **A** Bg. day night



Dialog:

VARMINTS: HSSSS!

Action:

- MORE BABIES SKITTER FORWARD

Timing:

(PB) YEEEEESS SHHH!

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(A)



Production :

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1034/208

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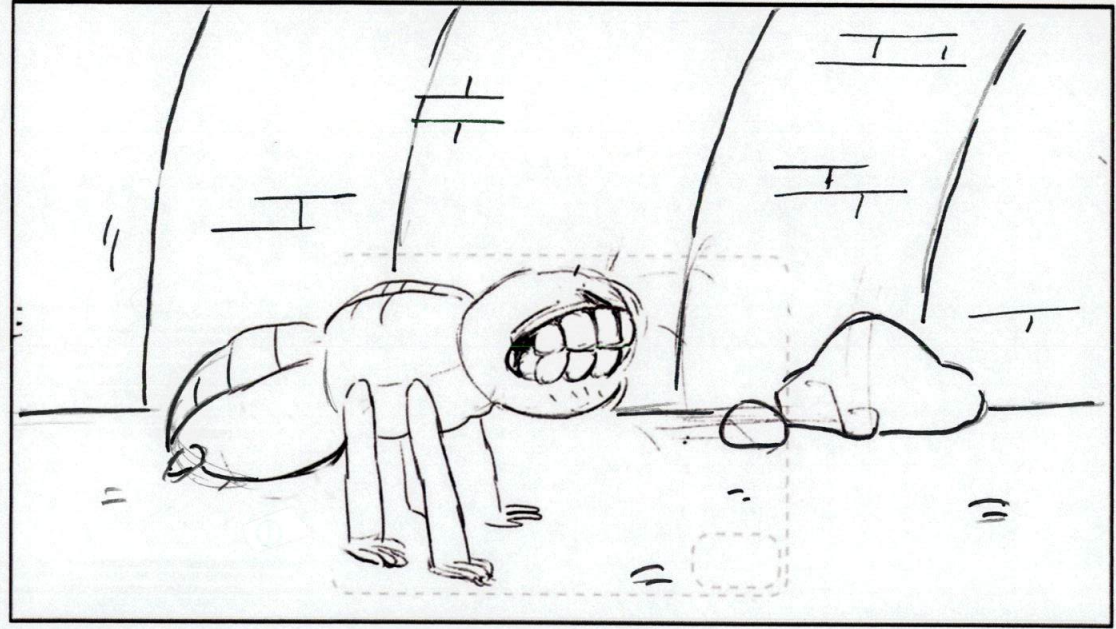
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Cartoon

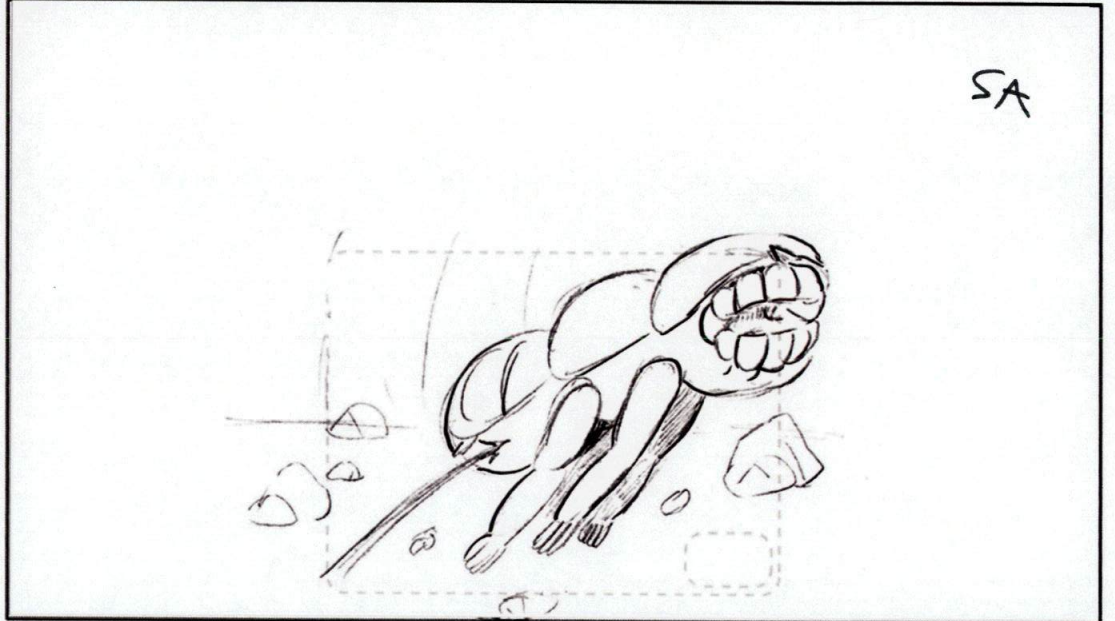
ADVENTURE TIME



Sc. 126 Pnl. A Bg. day night



Sc. 126 *cont* Pnl. B Bg. day night



Dialog:	
V: [SHAKING]	
Action:	
- SMALL VARMINT ANTICS	
Timing:	

- VARMINT LEAPS

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EPISODE # 1034-208

Production :

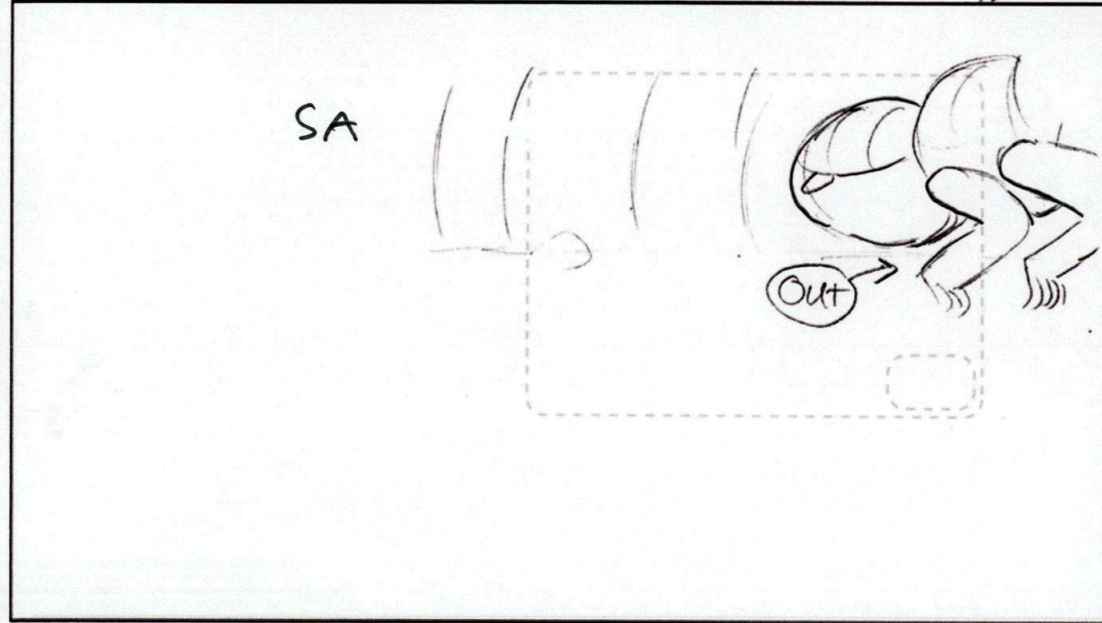
1034/208

ADVENTURE TIME

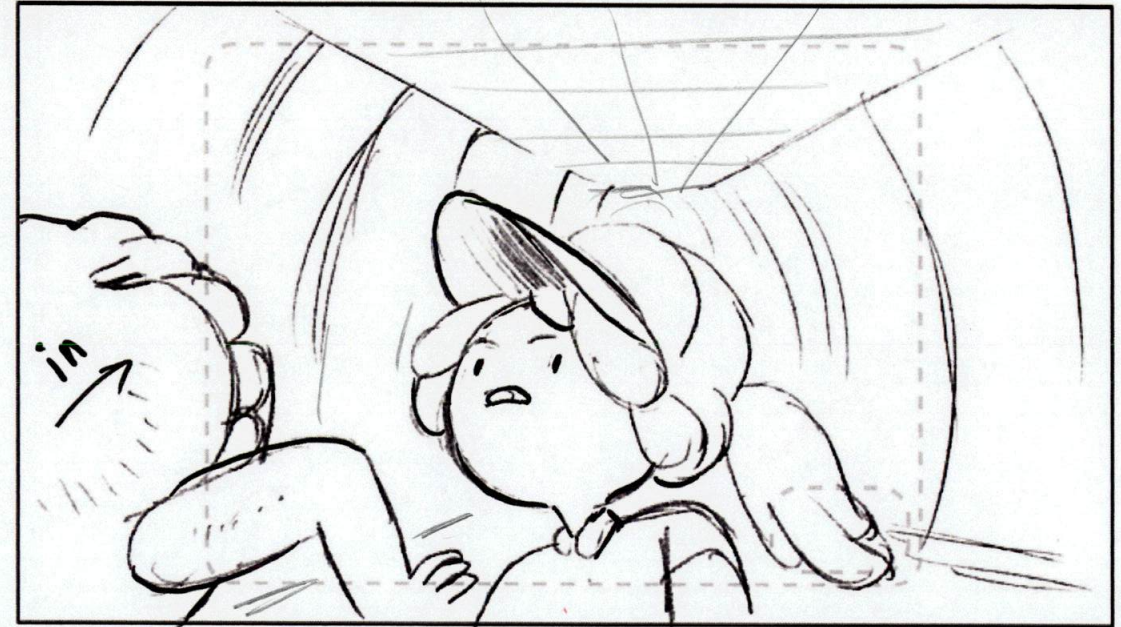


Page 205

Sc. 126 cont Pnl. C Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

Action:

- VARMINT GAINS OFF/5

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

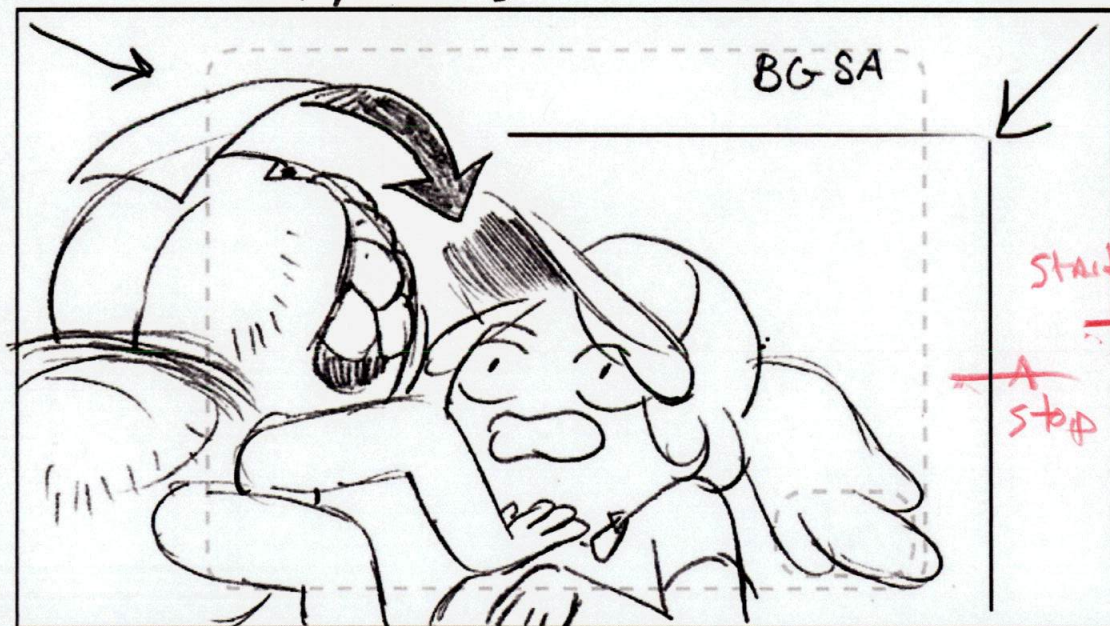
1034/208

ADVENTURE TIME



Page 206

Sc. 127 CONT Pnl. B Bg. day night



Sc. 127 CONT Pnl. C Bg. day night



Dialog:

(PB) YAAAGH!

diag truck
IN

SFX: THWK!

Action:

camera truck in w/ VARMINT

- VARMINT HITS PB

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

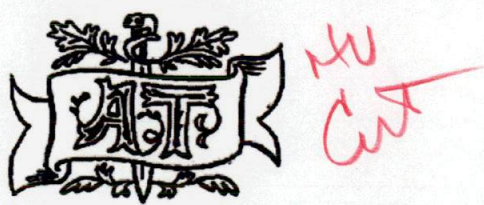
Production :

1034/208

1034/208

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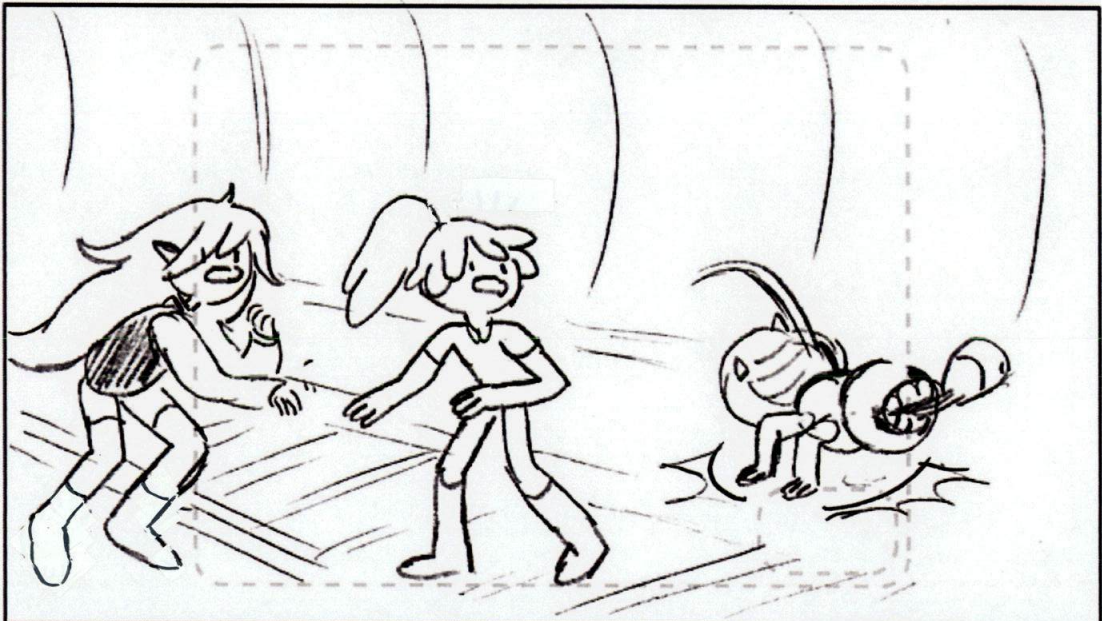
ADVENTURE TIME




Sc. 127 CONT Pnl. D Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	SFX: *CHOMP*		
Action:	-VARMINT BITES OFF PB'S HAT.	-VARMINT LANDS	
Timing:			

FEB 04 2015

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EPISODE #

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Production :

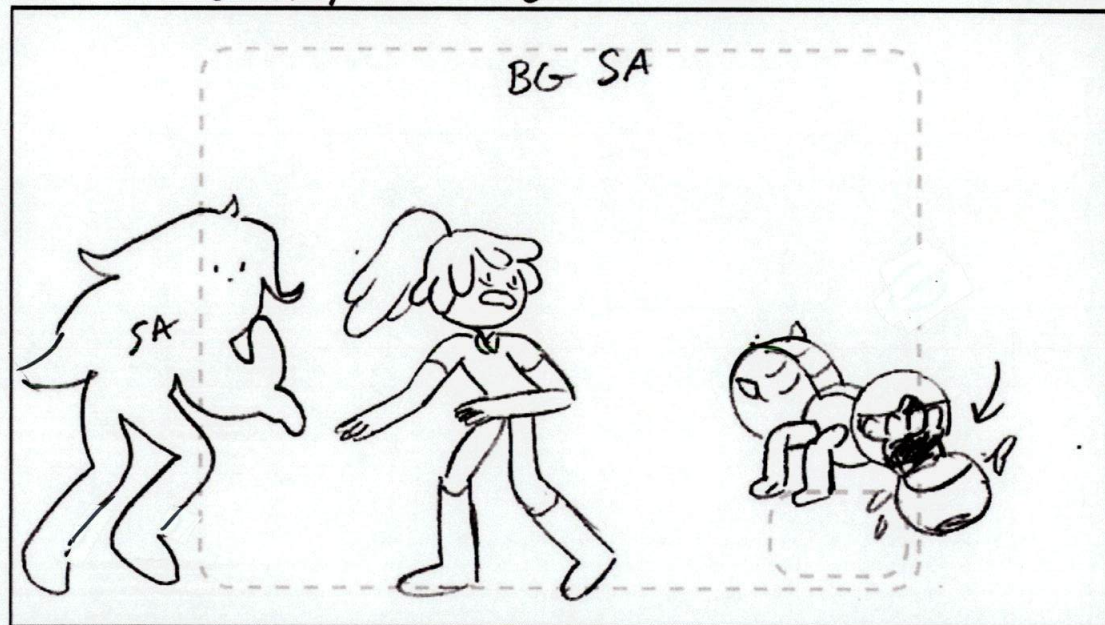
1034/208

ADVENTURE TIME

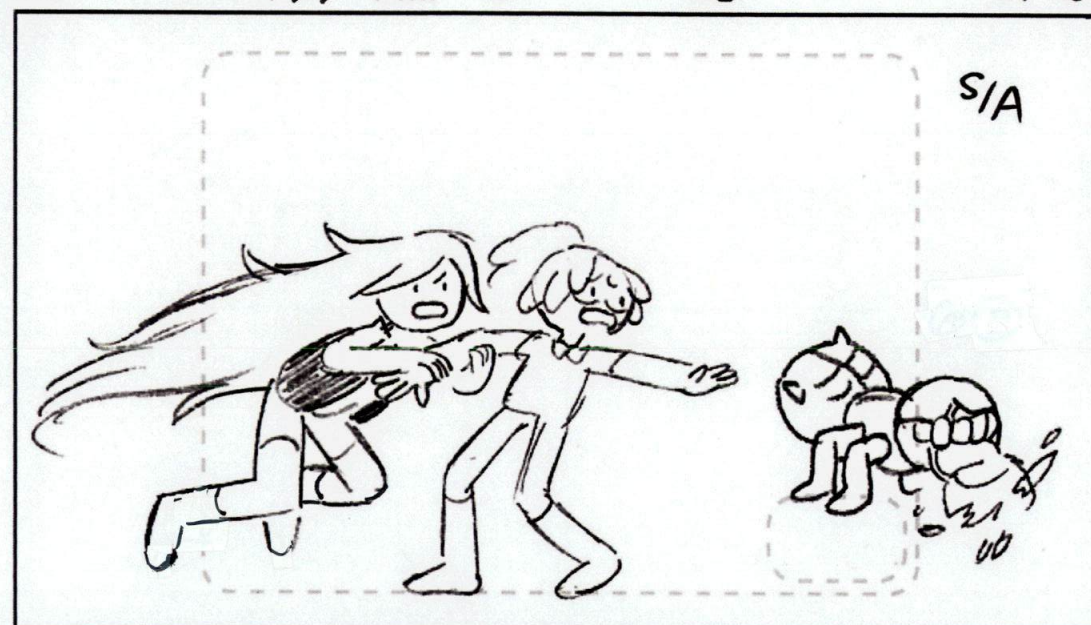


Page 208

Sc. 128 CONT Pnl. B Bg. day night



Sc. 128 CONT Pnl. C Bg. day night

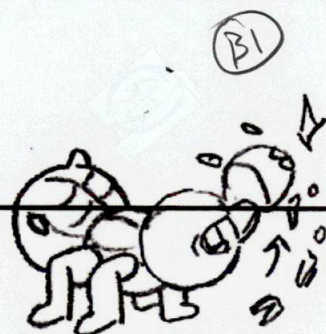


Dialog:

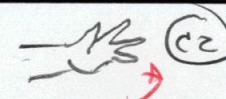
V: [DOG TEARING]

Action:

- VARMINTE RIPS
APART HAT



(PB) MY SNAP-BACK!
(M) JUST LET IT GO!



FEB 04 2015

Timing:

EPISODE # 1034-208

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Production :

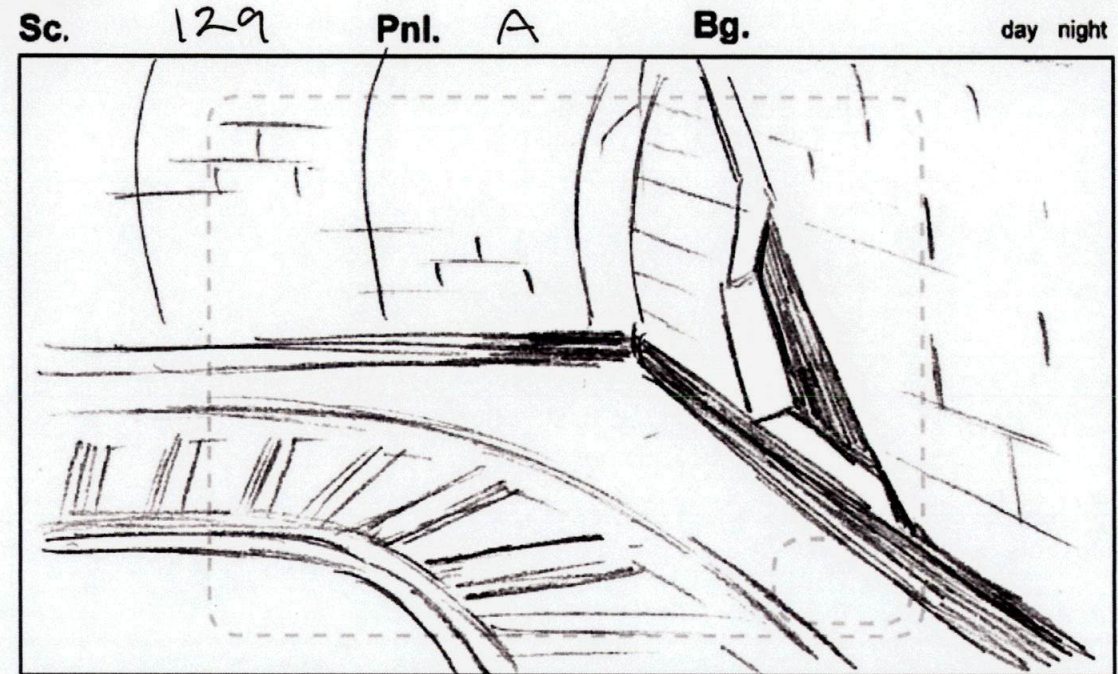
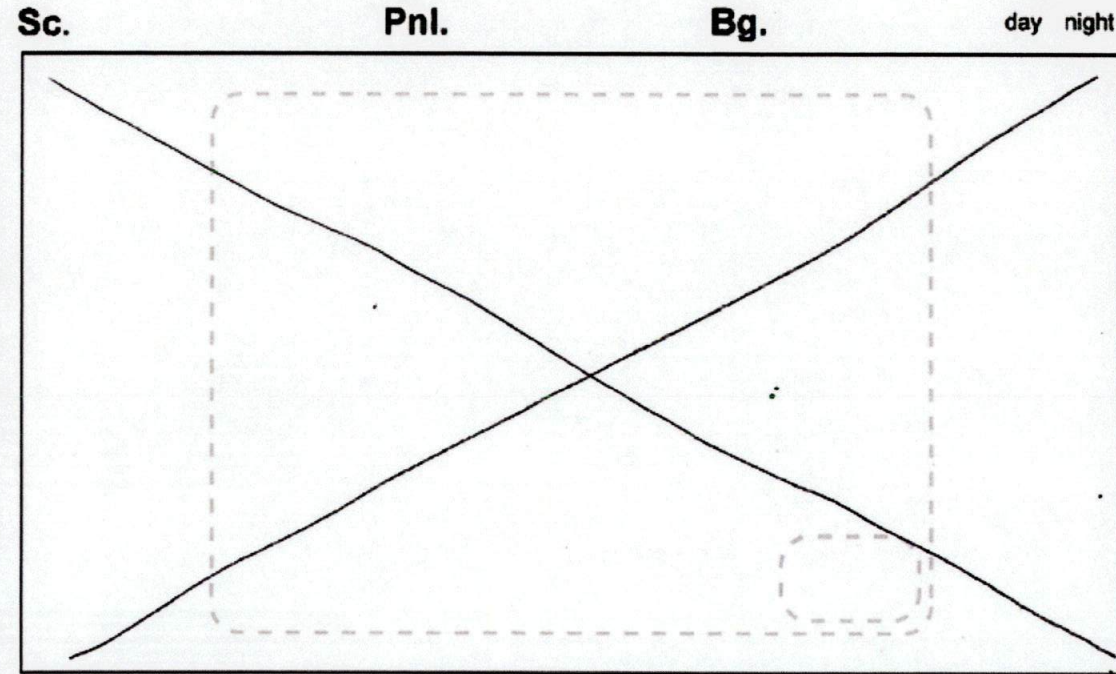
1034/208

ADVENTURE TIME



Out

Page 209



Dialog:

Action:

-HOLE IN THE TUNNEL WALL.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

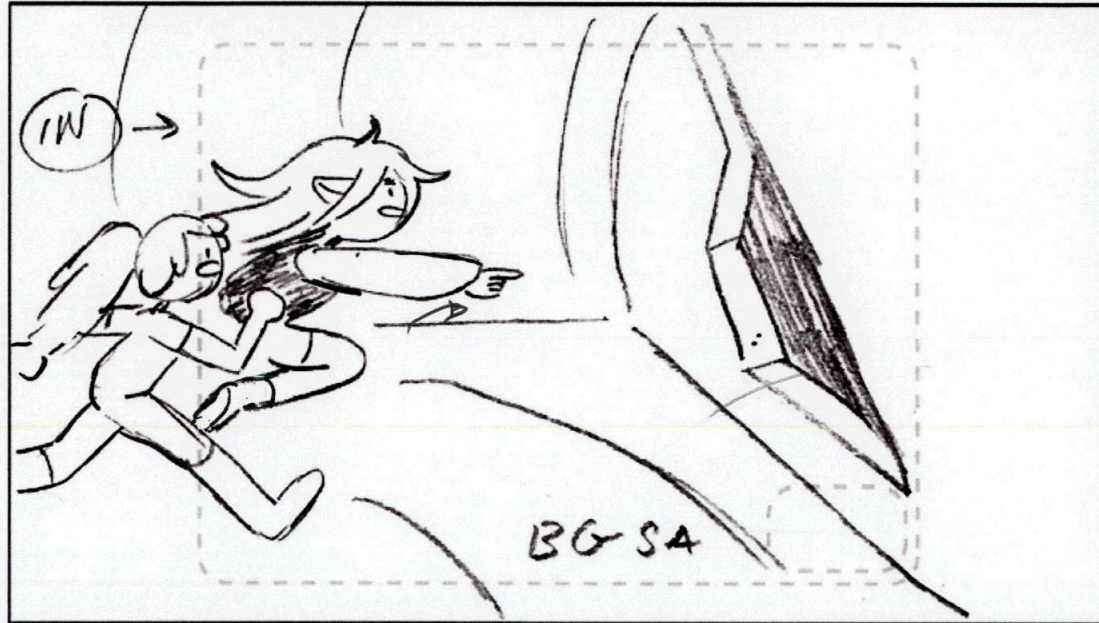
1034/208

ADVENTURE TIME

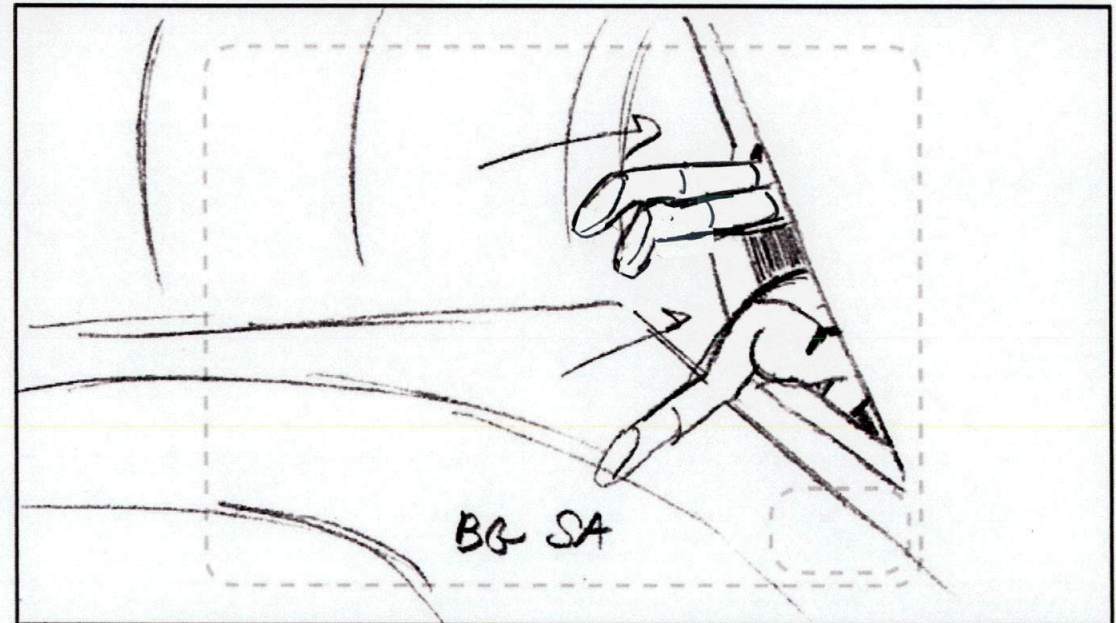


Page 210

Sc. 129 *CONT* Pnl. B Bg. day night

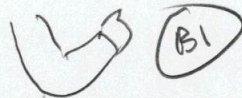


Sc. 129 *CONT* Pnl. C Bg. day night



Dialog:

(M) IN THERE!



Action:

- PB + M RUN ON/S.

- PB/M HEAD INTO HOLE

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

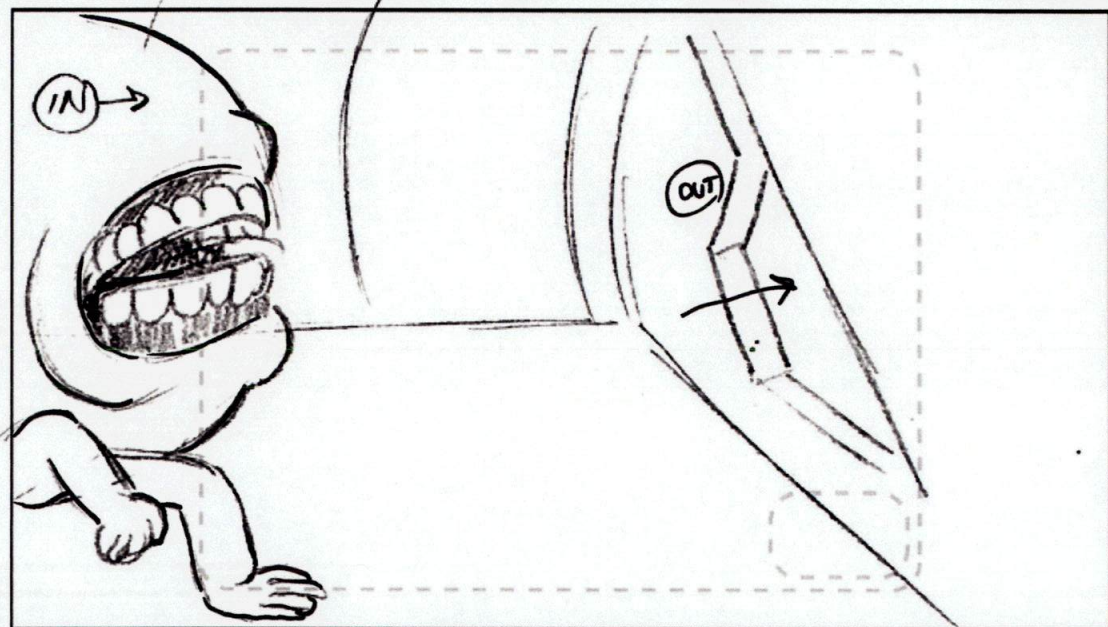
1034/208

ADVENTURE TIME

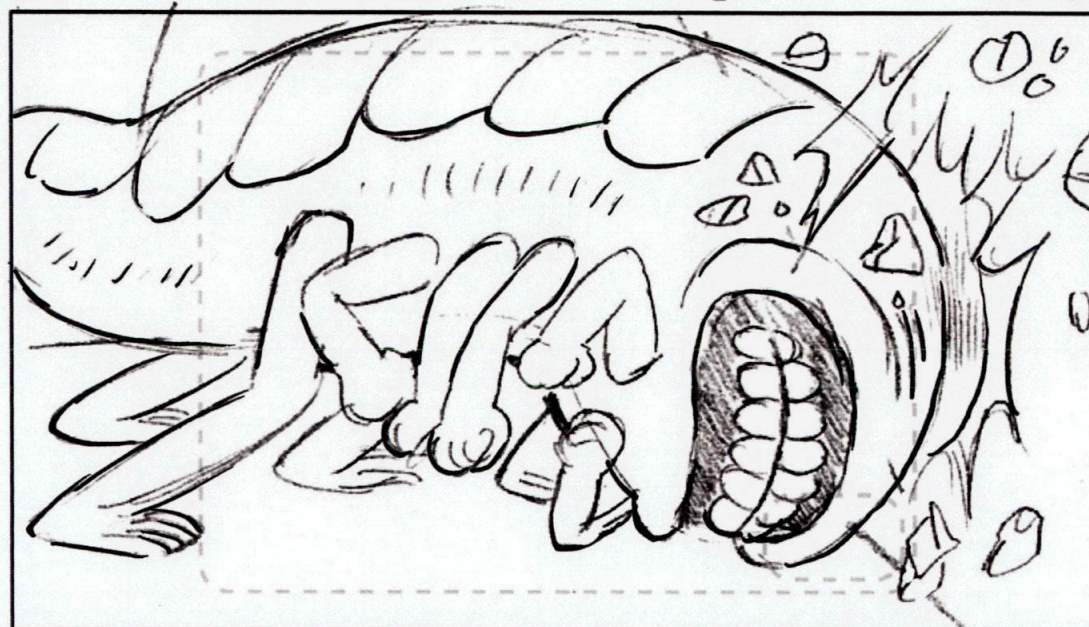


Page 211

Sc. 129 *cont* Pnl. D Bg. day night



Sc. 129 *cont* Pnl. E Bg. day night



Dialog:

(MV) [CHARGING ROAR]

SFX: CRASH

Action:

- M. VARMINT CHARGES ON/S.

- M. VARMINT HEAD BUTTS WALL

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

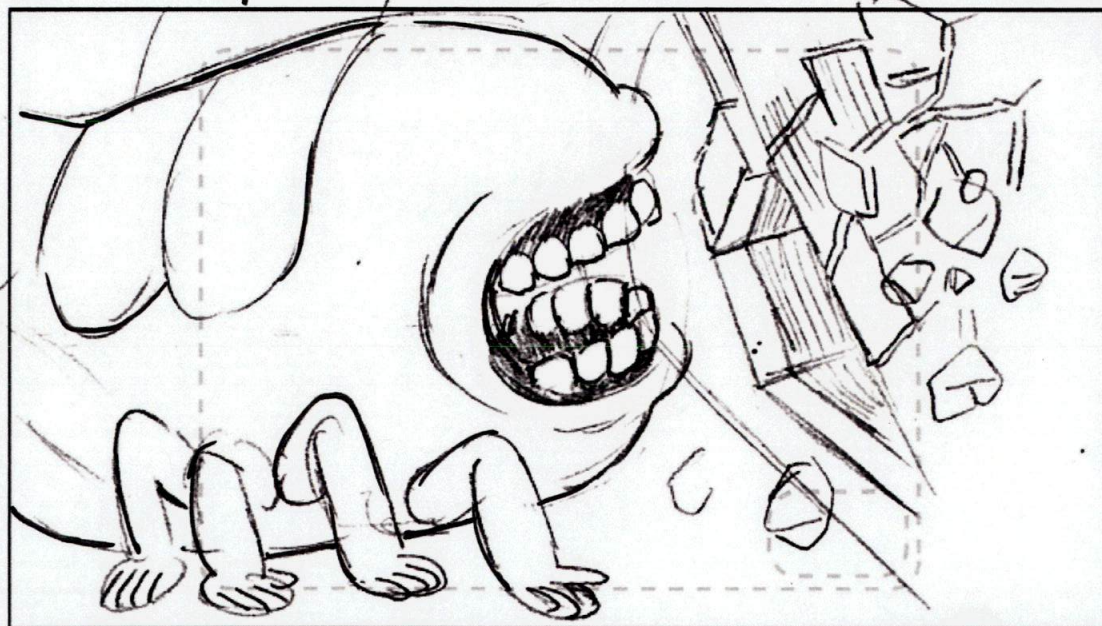
1034/208

ADVENTURE TIME

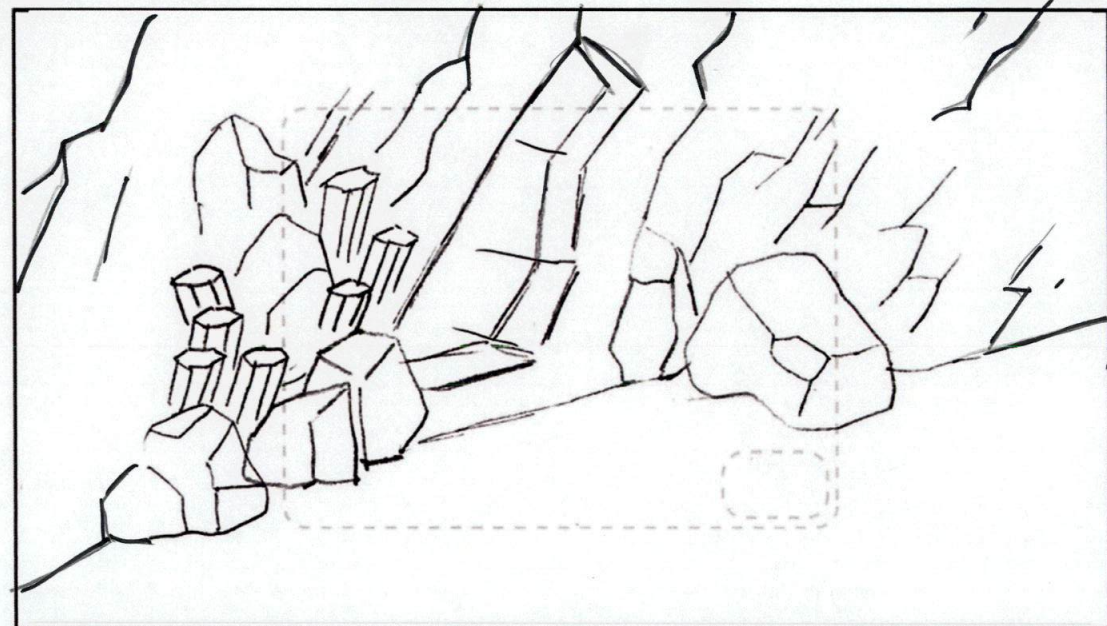


Page 212

Sc. 129 Pnl. F Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog:

① GRAOOO WL

Action:

- EXTERIOR WALL CRUMBLES.

Timing:

FEB 04 2015

Production :

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1034/208

ADVENTURE TIME

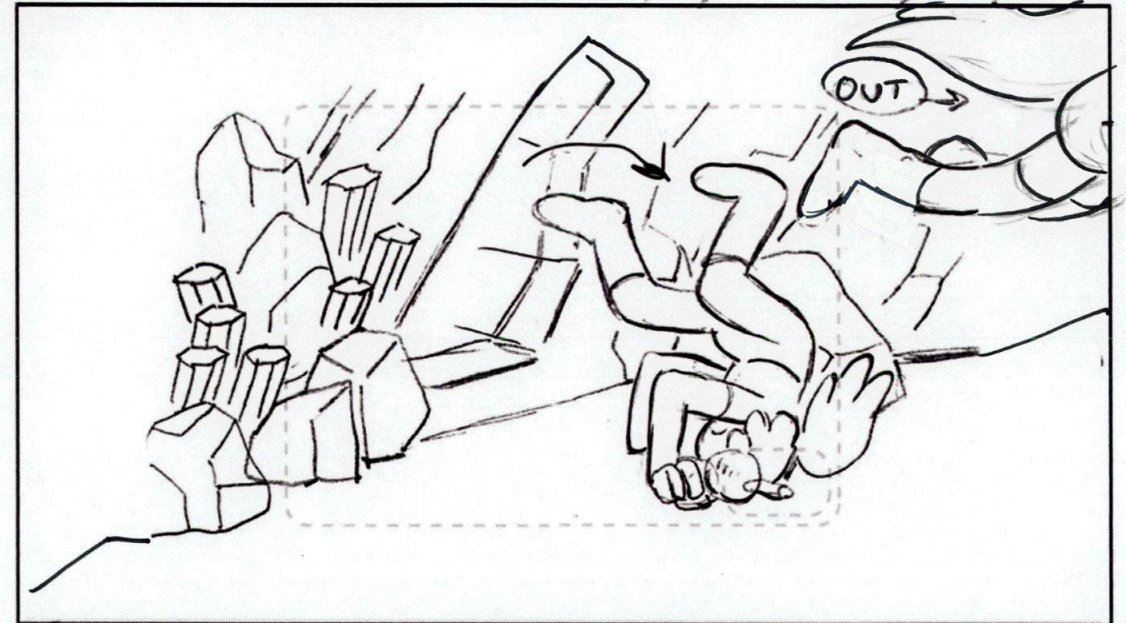


Page **213**

Sc. 130 *CONT* Pnl. B Bg. day night



Sc. 130 *CONT* Pnl. C Bg. day night



Dialog:

PB: [IMPACT GRUNT]

Action:

- PB + M EMERGE FROM TUNNEL.

- PB SOMERSAULTS

- M CONTINUES OFF/S

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

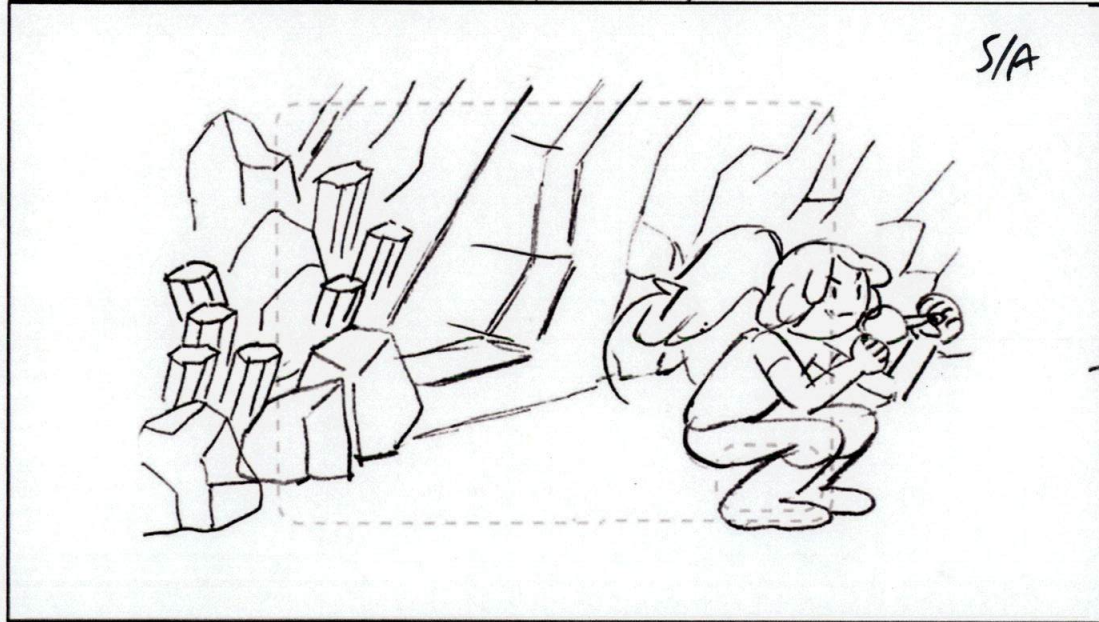
1034/208

ADVENTURE TIME



Page 214

Sc. 130 CONT Pnl. D Bg. day night



Sc. 130 CONT Pnl. E Bg. day night



Dialog:

VARMINTS : [WILD HISSING]

Action:

-VARMINTS EMERGING FROM TUNNEL

FEB 04 2015

Timing:

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EPISODE #

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Production :

1034/208

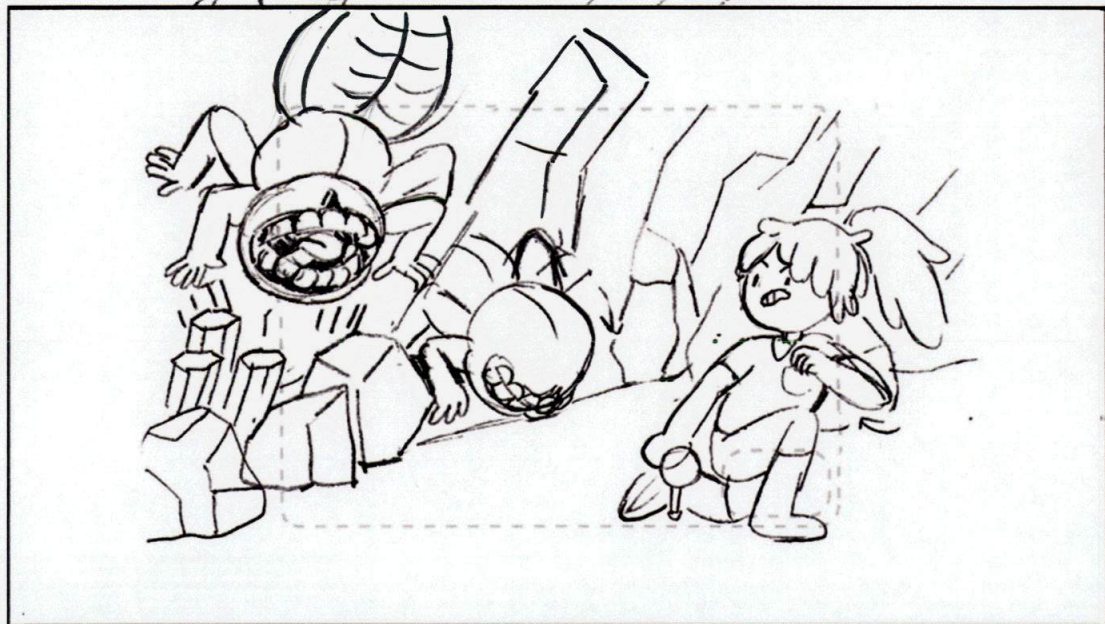
ADVENTURE TIME



HO
CUT

Page 215

Sc. 130 CONT Pnl. F Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:



Action:

Timing:

FEB 04 2015

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Production :

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ADVENTURE TIME



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Sc. 131 CONT Pnl. B Bg. day night



Sc. 131 CONT Pnl. C Bg. day night



Dialog:

Action:

- PB REACHES INTO POCKET.

Timing:

FEB 04 2015

Production :

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1034/208

Handwritten: H4U cut

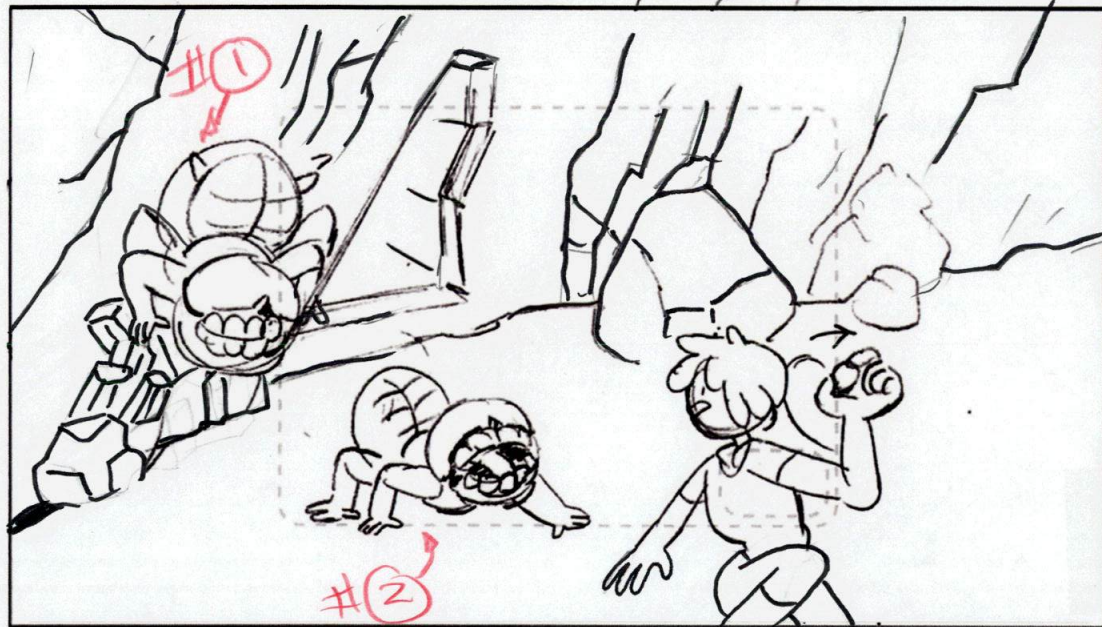
Ho
Cut

ADVENTURE TIME

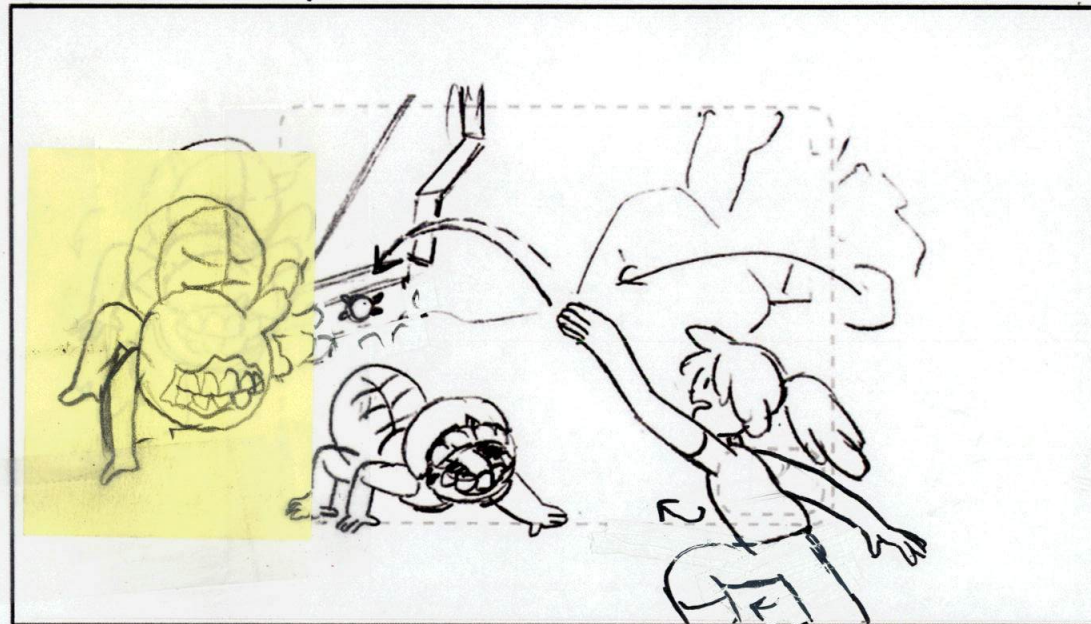


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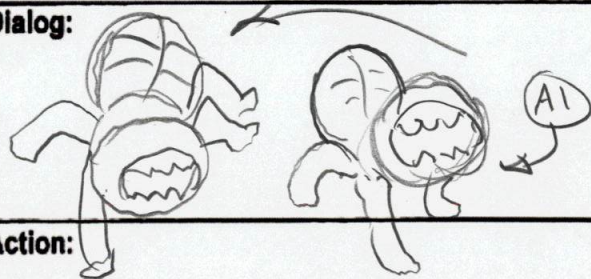
Sc. 132 Pnl. A Bg. day night



Sc. 132 CONT Pnl. B Bg. day night



Dialog:



Action:

- PB THROWS FOREFIELD
GENERATOR.

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Timing:

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Production :

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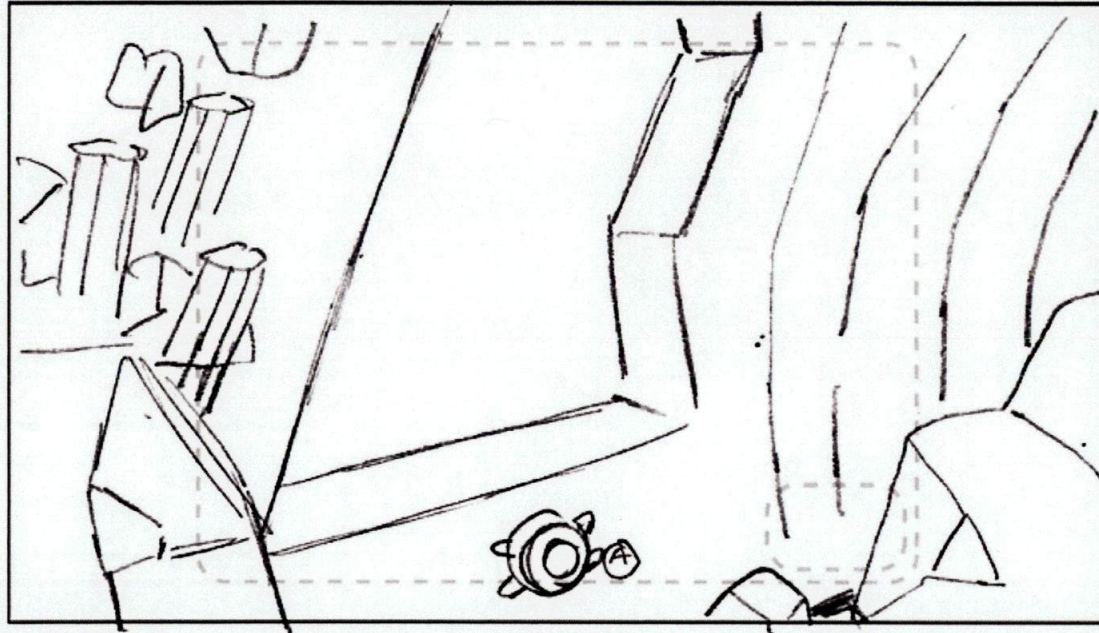
40
Cut

ADVENTURE TIME

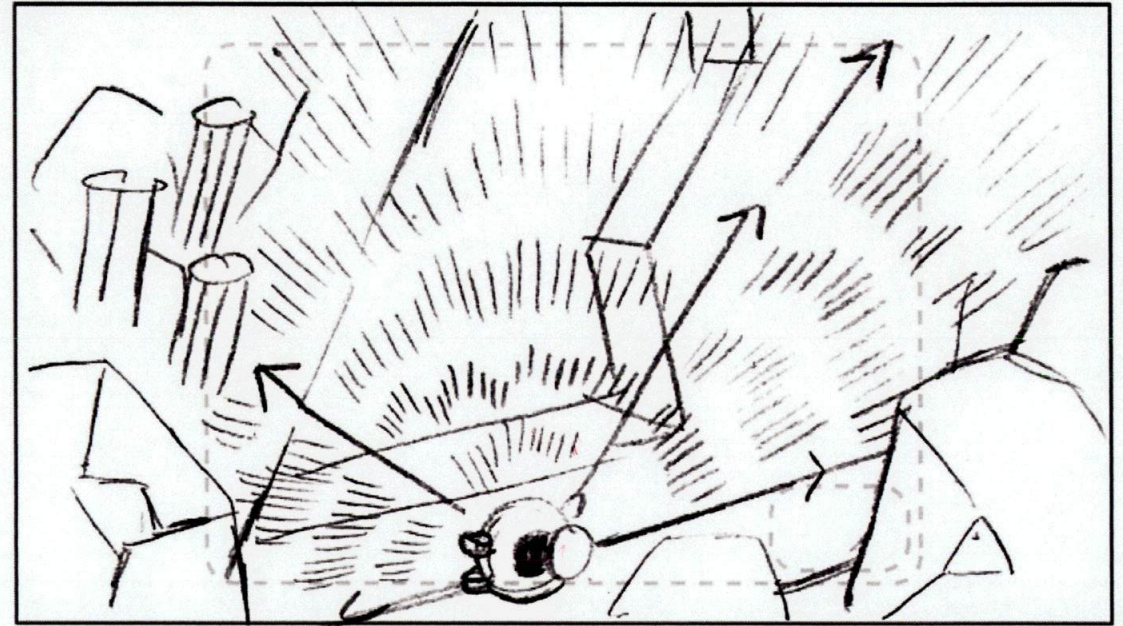


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Sc. 133 Pnl. A Bg. day night



Sc. 133 CONT Pnl. B Bg. day night



Dialog:



SFX: *VMMMMM*

Action:

- FORLEFIELD GENGATOR ACTIVATES.

Timing:

FEB 04 2015

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Production :

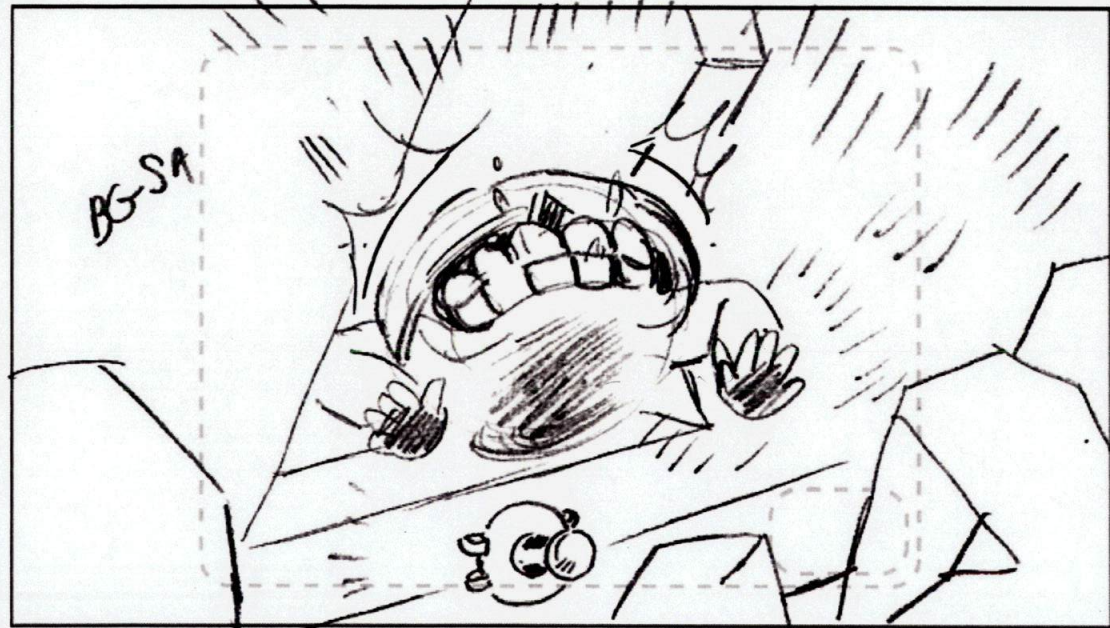
1034/208

ADVENTURE TIME



Page **219**

Sc. **133 CONT** Pnl. **C** Bg. day night



Sc. **134** Pnl. **A** Bg. day night



Dialog:

SFX: * THWAM! *



Action:

- VARMIN'T SLAMS INTO FORCEFIELD.

- TWO VARMIN'TS THREATEN PB.

FEB 04 2015

Timing:

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EPISODE #

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Production :

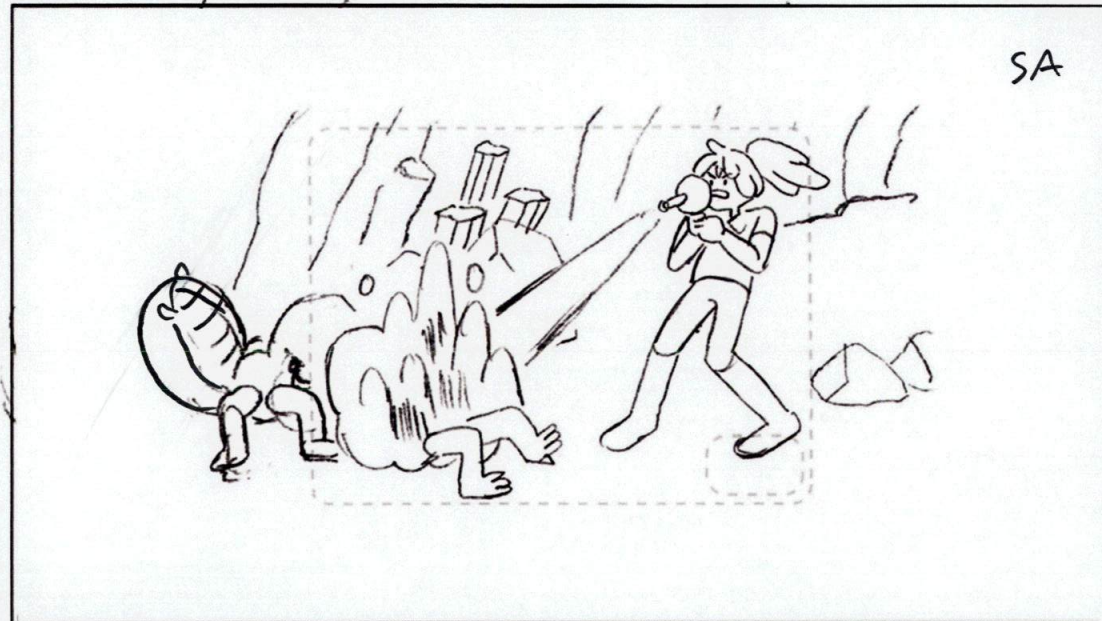
1034/208

ADVENTURE TIME



Page **220**

Sc. **134 CONT** Pnl. **B** Bg. day night



Sc. **134 CONT** Pnl. **C** Bg. day night



Dialog:

SFX: PCHW

① GROWL!
SFX: "CLICK CLICK CLICK"
(OUT OF AMMO)

Action:

- PB BLOWS UP ONE VARMIN.

Timing:

FEB 0.4 2015

Production :

EPISODE #

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1034/208

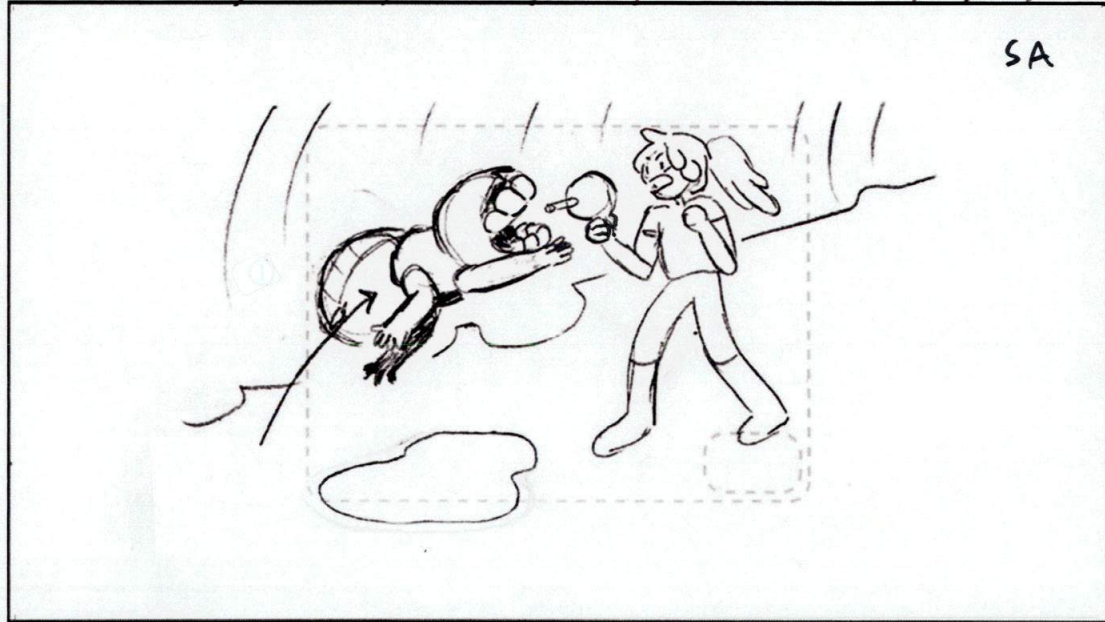
1034/208

ADVENTURE TIME



Page 221

Sc. 134 *cont* Pnl. D Bg. day night



Sc. 134 *cont* Pnl. E Bg. day night



Dialog:

(PB) [GASP]

Action:

- VARMINT LEAPS

- MARCELINE GRABS VARMINT MID-AIR.

Timing:



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ADVENTURE TIME

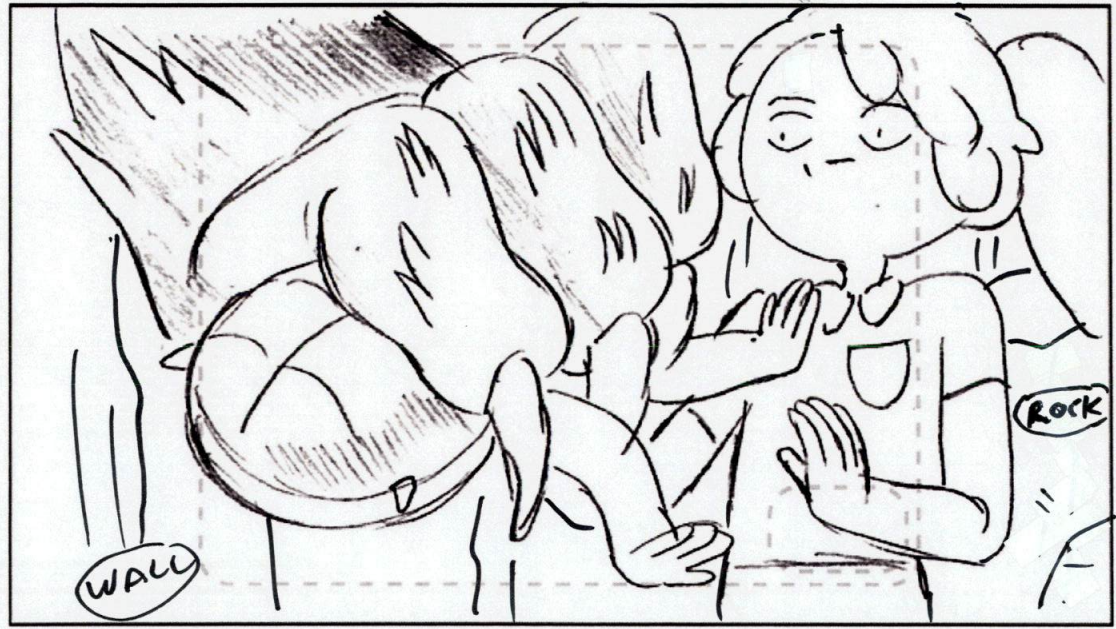


Sc. 135

Pnl. A

Bg.

day night



Sc.

135 cont

Pnl. B

Bg.

day night



Dialog:

Action:

-M. SQUISHES VARMINT.

FEB 04 2015

Timing:

EPISODE #

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Production :

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1034/208

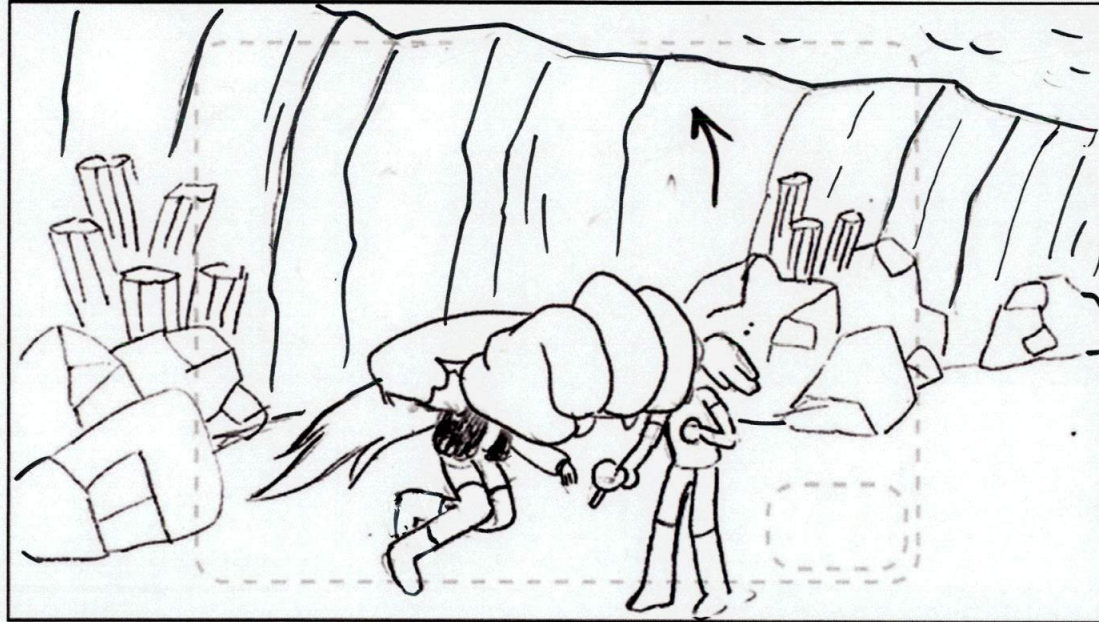
Ho
Cut

ADVENTURE TIME

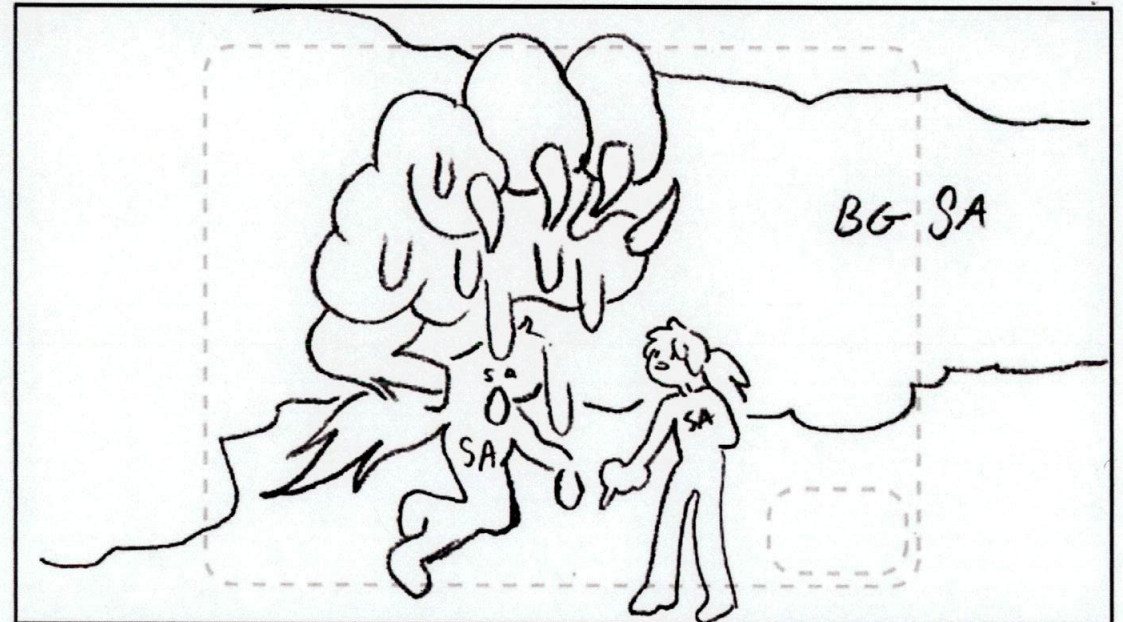


Page 223

Sc. 136 Pnl. A Bg. day night



Sc. 136 CONT Pnl. B Bg. day night



Dialog:

Action:

- VARMIN'T JELLY SLIDES OFF

FEB 04 2015

Timing:

EPISODE #

1034-208

Production :

1034/208

1034/208

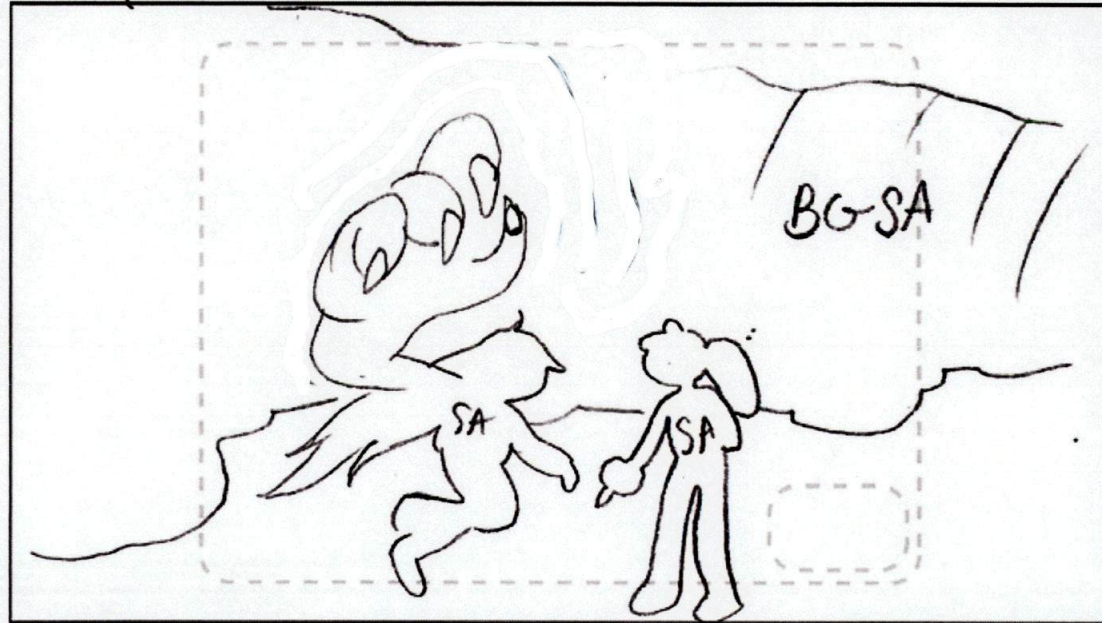
1034/208

ADVENTURE TIME

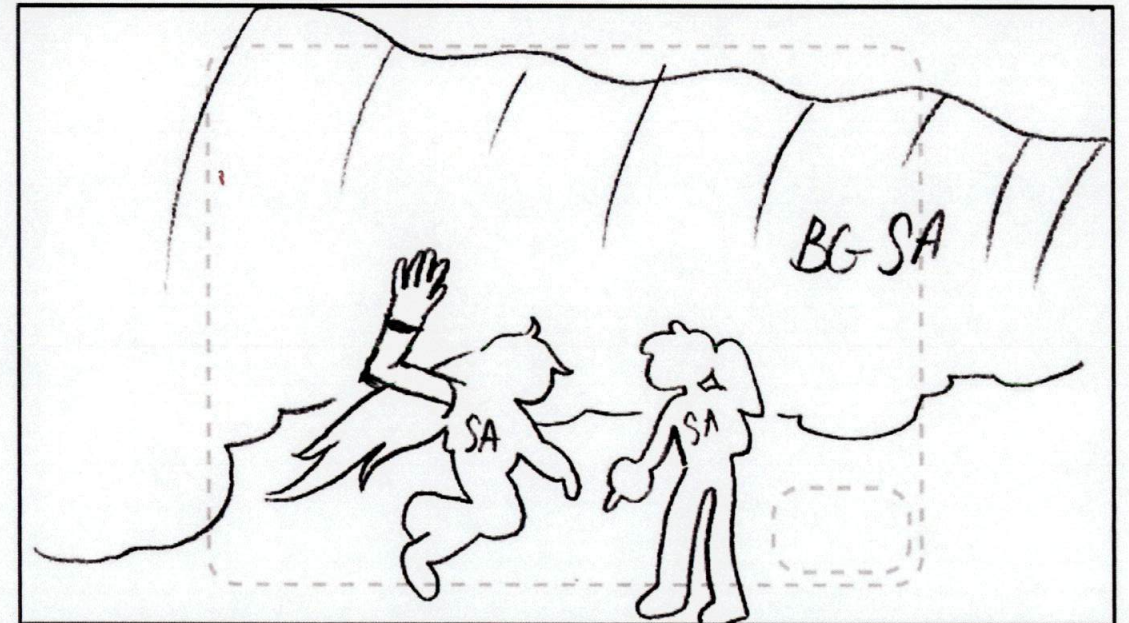


Page 224

Sc. 136 CONT Pnl. C Bg. day night



Sc. 136 CONT Pnl. D Bg. day night



Dialog:

Action:

-M'S HAND SHRINKS

FEB 04 2015

Timing:

EPISODE #

1034-208

1034/208

Production :

1034/208

HO CUT

ADVENTURE TIME



Page 225

Sc. 137

Pnl. A

Bg.

day night



Sc.

137 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- M. SHAKES GOO OFF HAND.

cycle A B x 2

FEB 04 2015

Timing:

Production :

EPISODE #

1034-208

1034/208

1034/208

1034/208

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HO
CUT

CUT

1034/208

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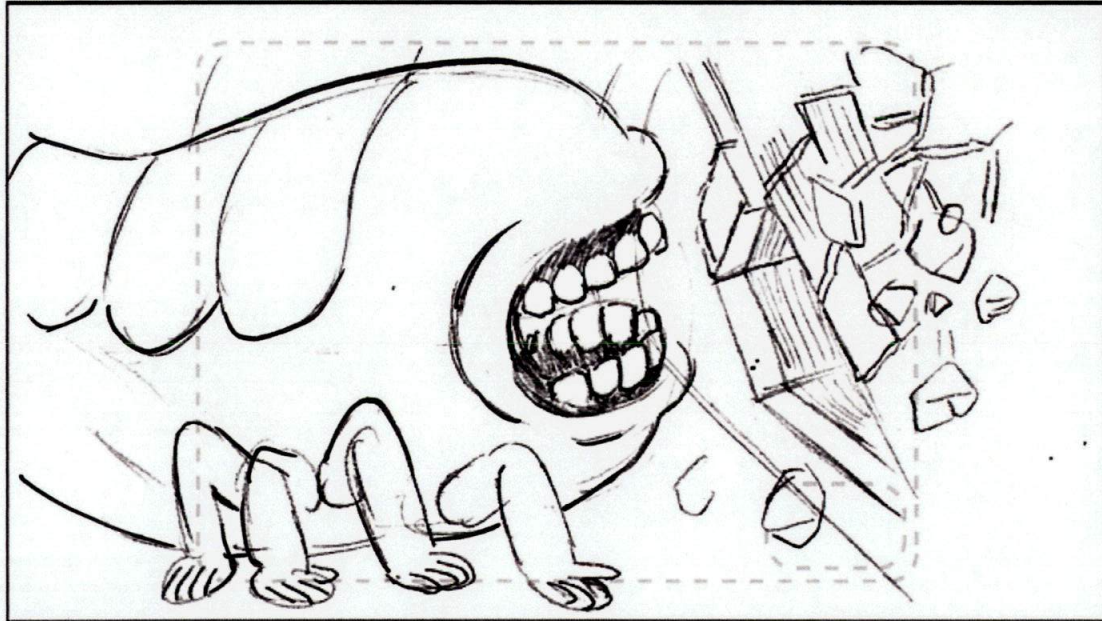
est

ADVENTURE TIME

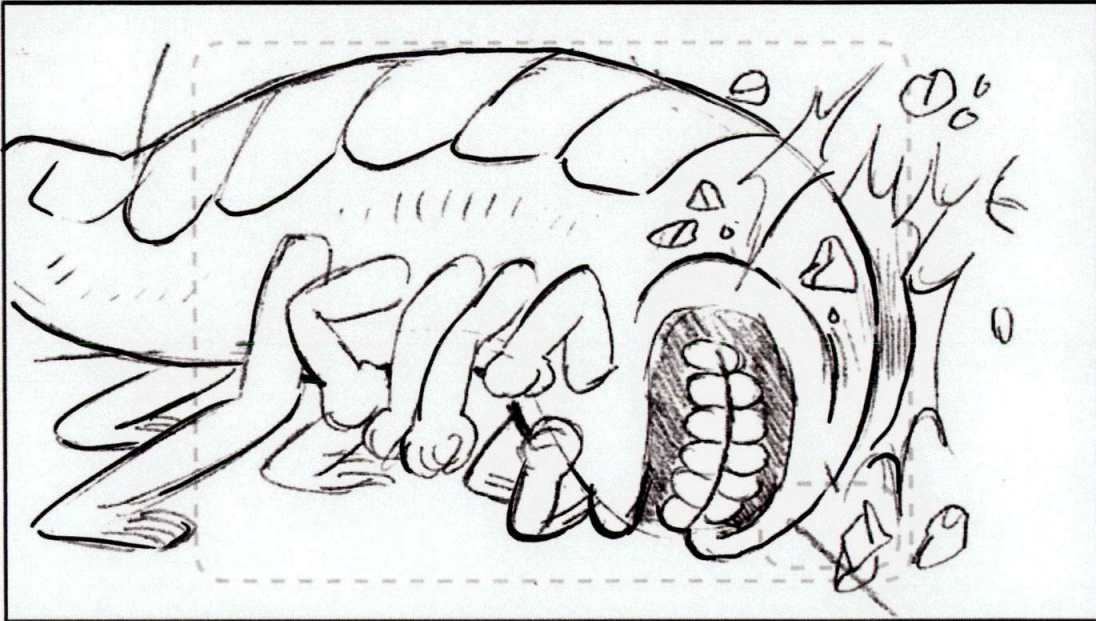


est

Sc. 138 Pnl. A Bg. day night



Sc. 138 CONT Pnl. B Bg. day night



Dialog:	SFX: WHAM!
Action:	-M, VARMINT HEAD-BUTTS WALL AGAIN FEB 04 2015
Timing:	

EPISODE # 1034-208
1034/208
Production :

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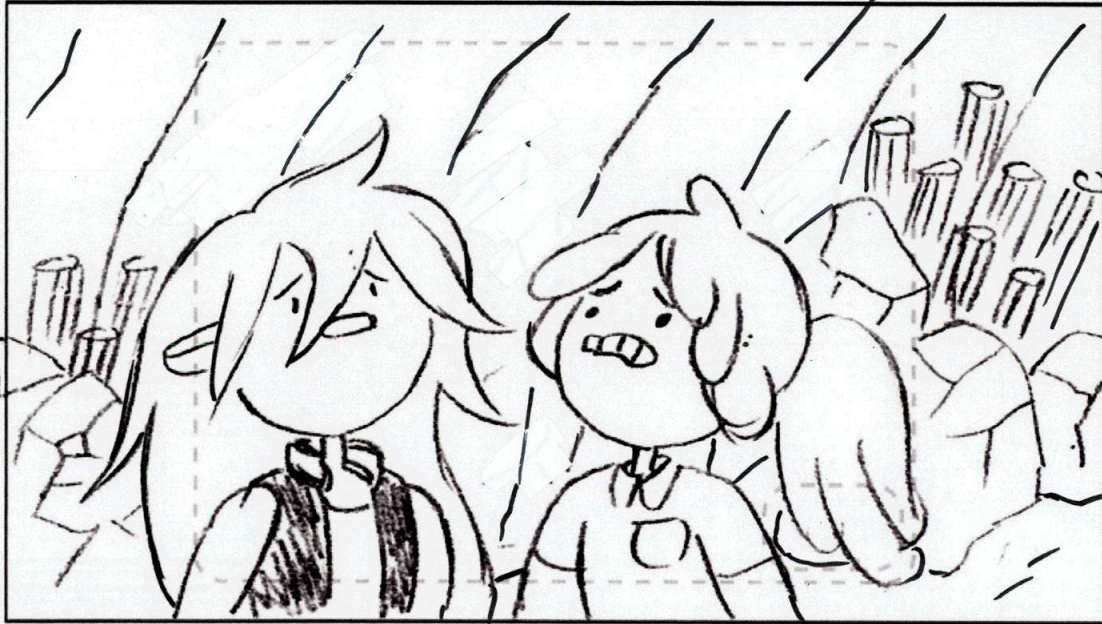
1034/208

ADVENTURE TIME

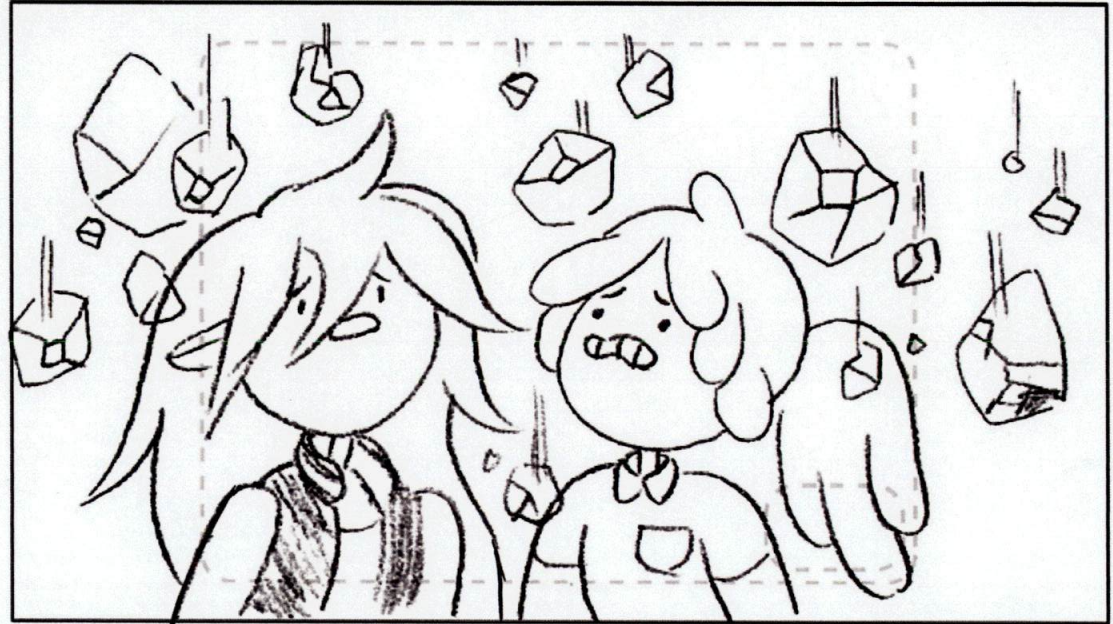


Page **227**

Sc. **139** Pnl. **A** Bg. day night



Sc. **139 CONT** Pnl. **B** Bg. day night



Dialog:

SFX: **CRASH**

Action:

Timing:

FEB 04 2015

EPISODE #

1034-208

Production :

1034/208

1034/208

ADVENTURE TIME

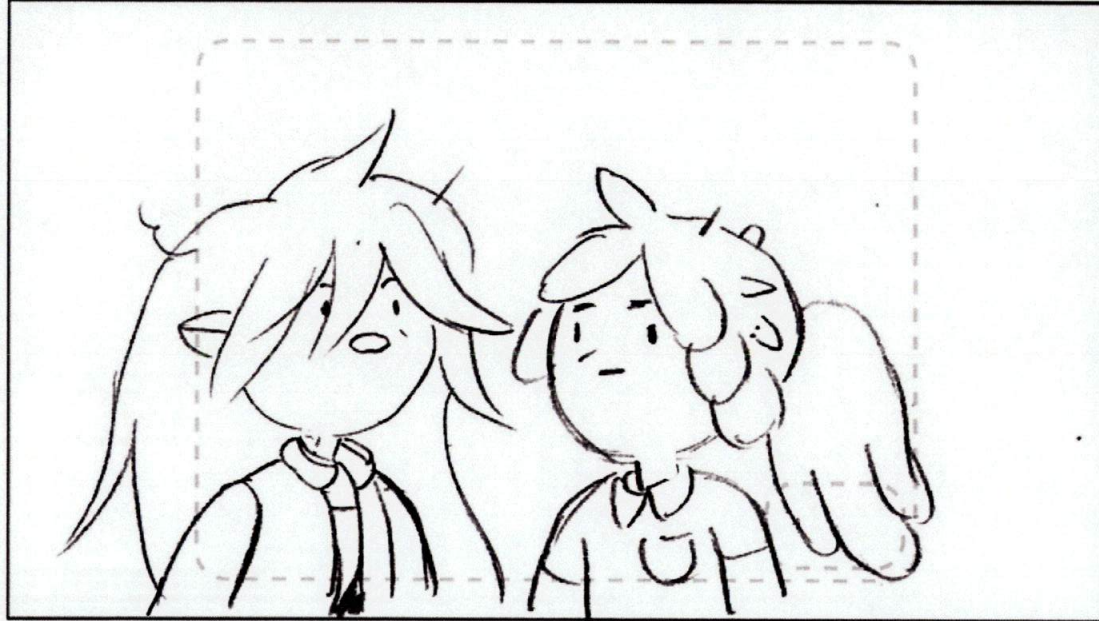


Page 228

Sc. 139 *cont* Pnl. C

Bg.

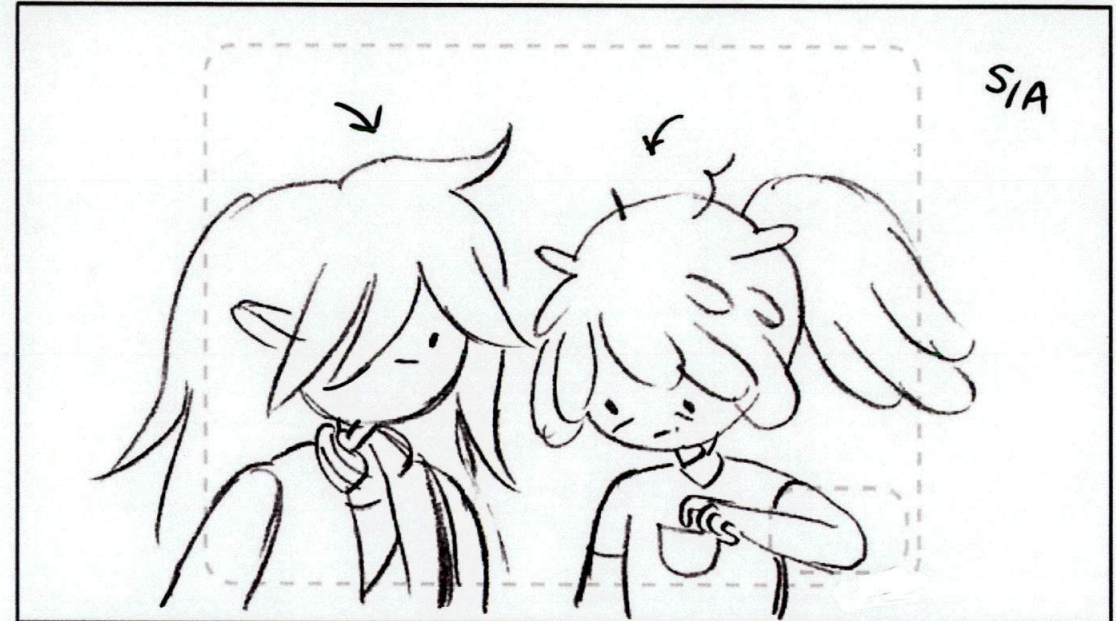
day night



Sc. 139 *cont* Pnl. D

Bg.

day night



Dialog:

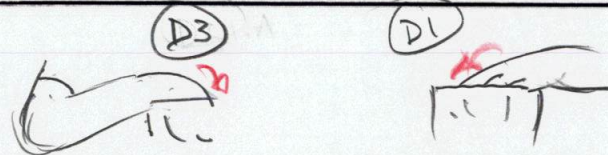
(M) YOU GOT ANY MORE GADGETS?

(PB) HM.... SOME BANDAGES, A PEN...

Action:

- PB REACHES INTO POCKET.

Timing:



Production :

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1034-208

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ADVENTURE TIME



Page 229

Sc. 139 *cont* Pnl. E Bg. day night



Sc. 139 *cont* Pnl. F Bg. day night



Dialog: (PB) UNPAID INTERNET BILL, AND...

(PB) A STRAWBERRY LIP-BALM

Action:

(E)

FEB 04 2015

Timing:



Production :

EPISODE #

1034-208

1034/208

1034/208

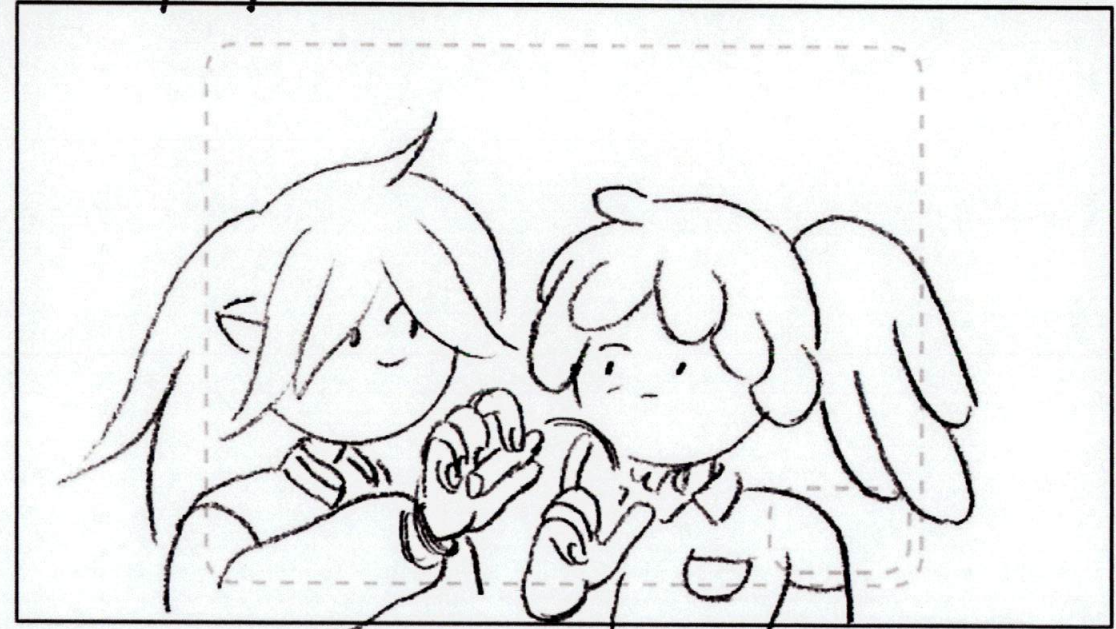
ADVENTURE TIME



Sc. 139 CONT Pnl. 6 Bg. day night



Sc. 139 CONT Pnl. H Bg. day night



Dialog:
Action: - M. GRABS LIP BALM.
Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

1034/208

ADVENTURE TIME

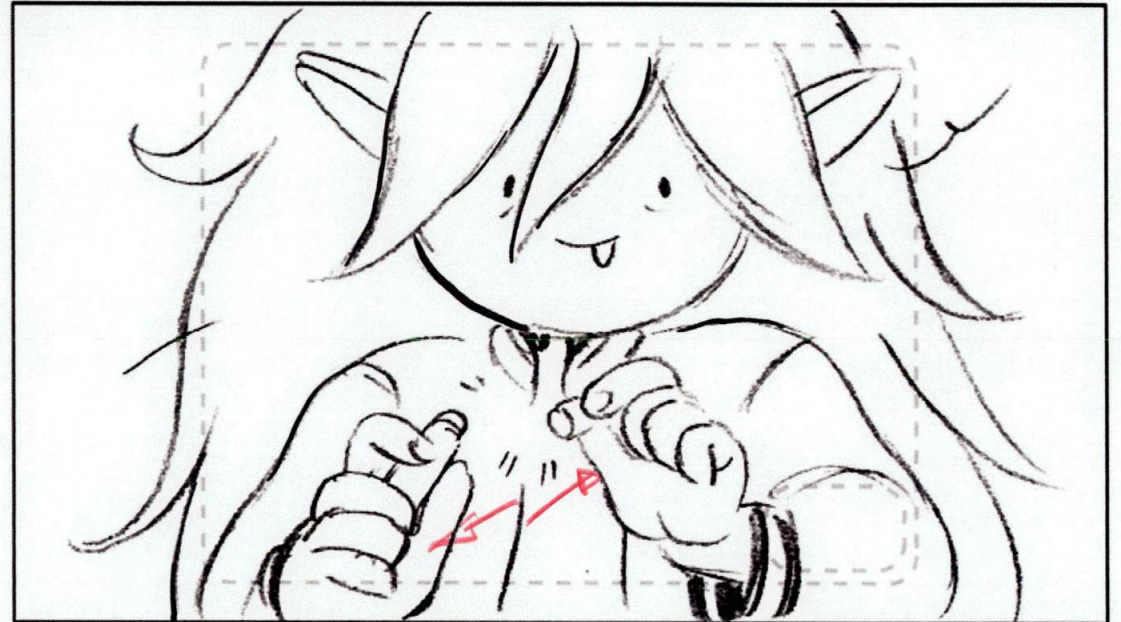


Page 231

Sc. 140 Pnl. A Bg. day night



Sc. 140 cont Pnl. B Bg. day night



Dialog:

SFX *POP*

Action:

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

1034/208

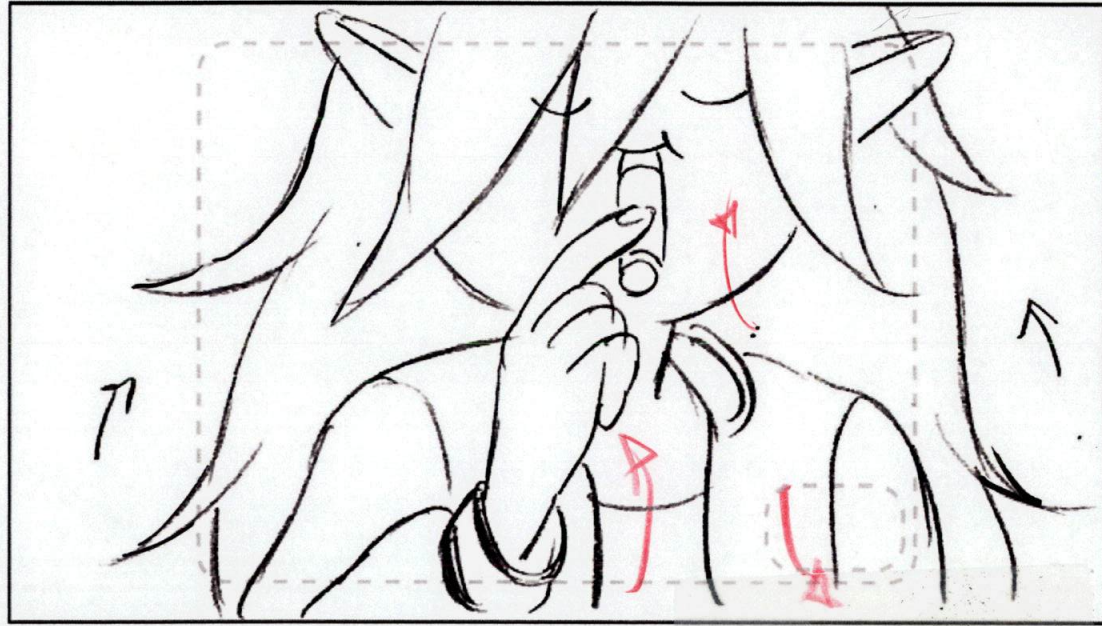
ADVENTURE TIME



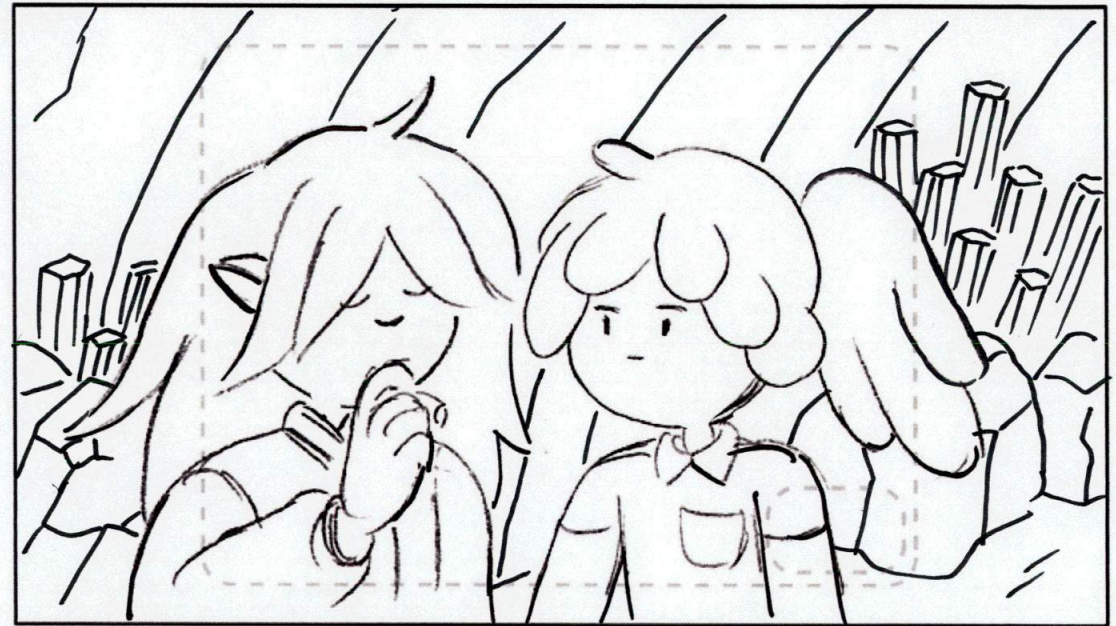
140
cut

Page 232

Sc. 140 cont Pnl. C Bg. day night

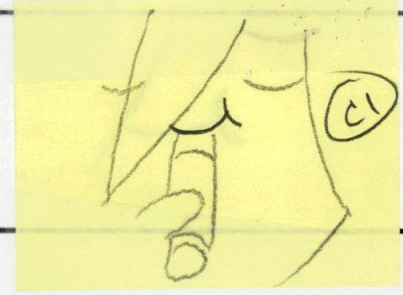


Sc. 141 Pnl. A Bg. day night



Dialog:

M: [SIIIP]



M: EXHALES

Action:

- M. SUCKS OUT RED

FEB 04 2015

Timing:

1034/208

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EPISODE #

1034/208

Production :

1034/208

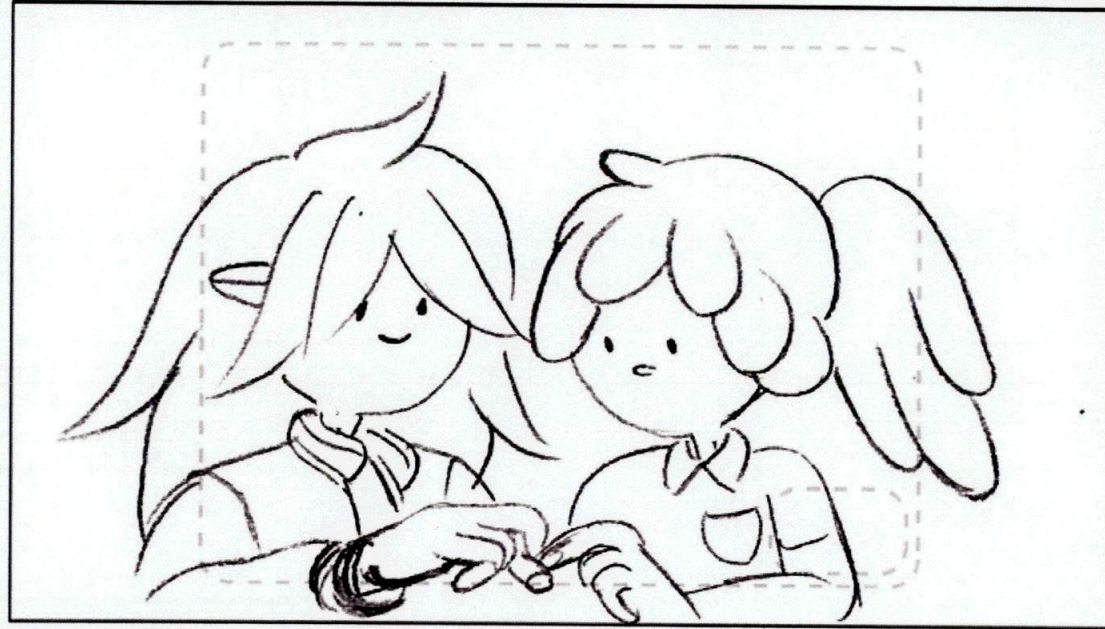
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ADVENTURE TIME

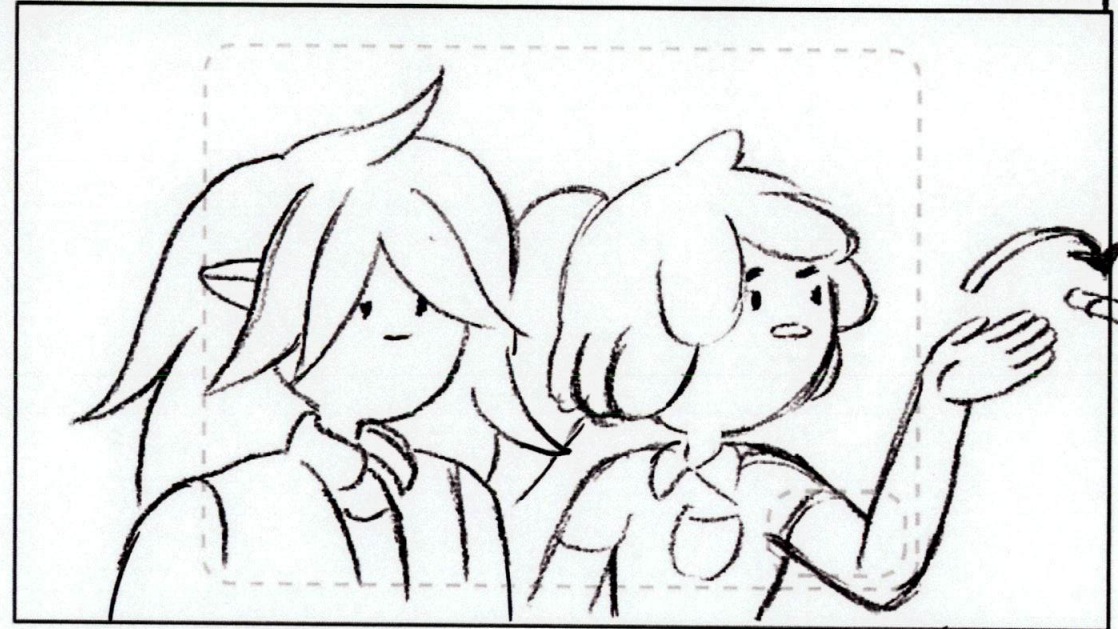


Page **233**

Sc. **141 CONT** Pnl. **B** Bg. day night



Sc. **141 CONT** Pnl. **C** Bg. day night



Dialog:

(PB) MAYBE WE CAN FIND SOMETHING
USEFUL AROUND—

Action:

- M. HANDS LIP BALM BACK.

Timing:

FEB 04 2015

Production :

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ADVENTURE TIME



Page 234

Sc. 141 *cont* Pnl. D

Bg.

day night

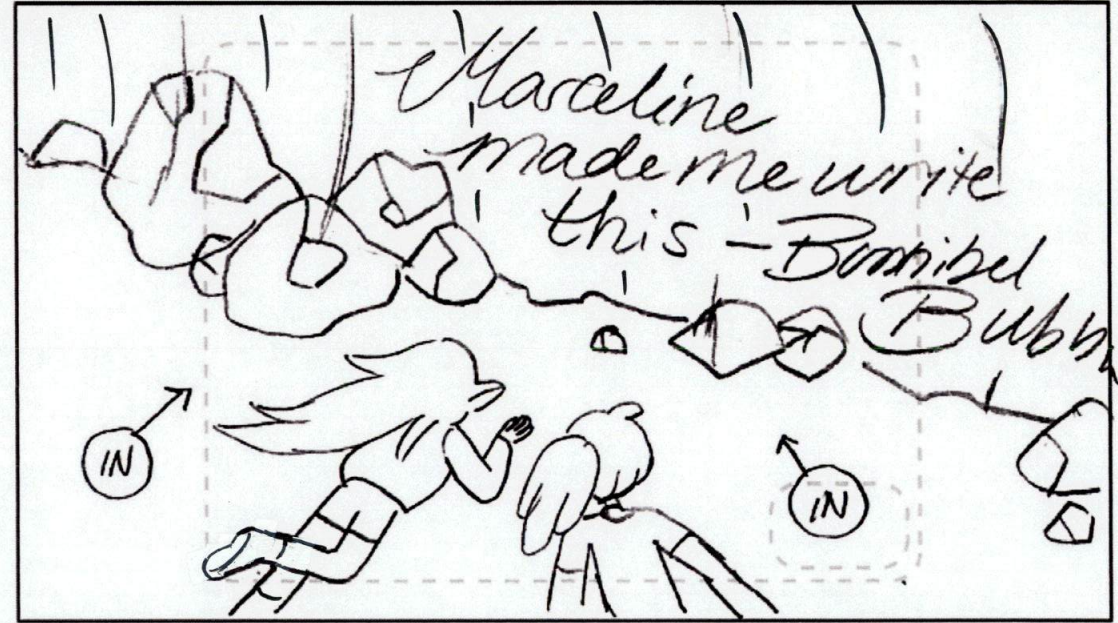


Sc. 142

Pnl. A

Bg.

day night



Dialog:

(PB) OH---!

Action:

- PB + M COME ON/S

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

Production :

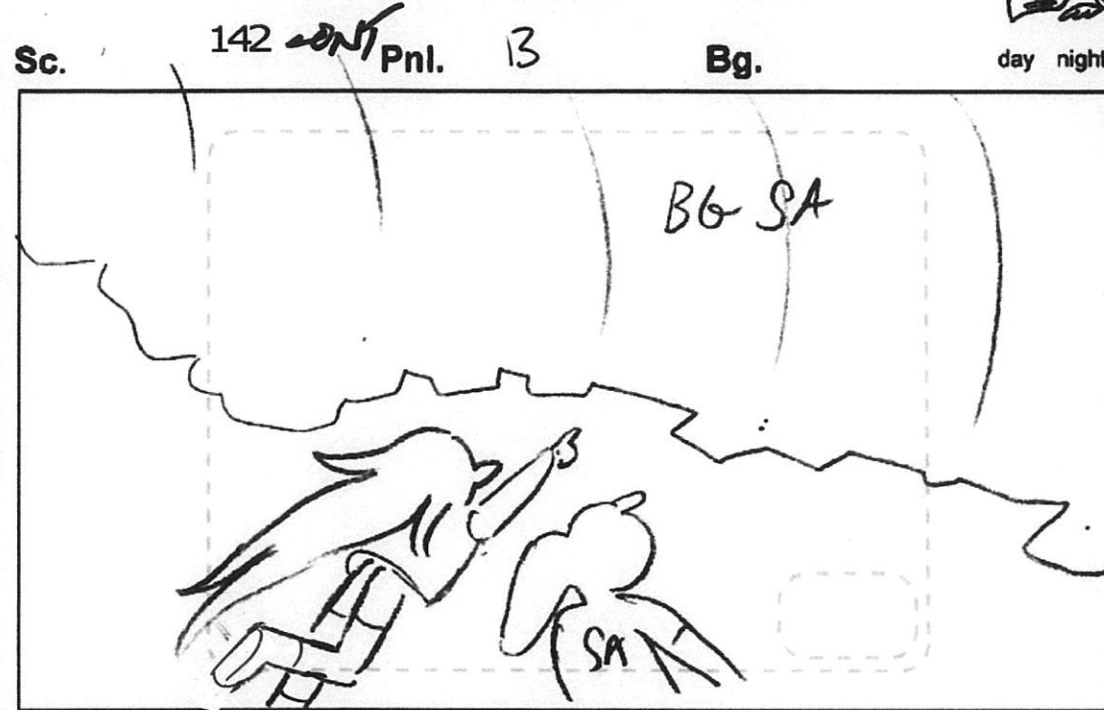
ADVENTURE TIME



NO SC 143

REVISED
3/19/15

Page 235



Dialog:

(M) YOUR TAG!

(M) WE ACTUALLY FOUND IT!

Action:

Timing:

TO Touch
wall
(CI)

FEB 04 2015

1034-208

EPISODE #

Production :

1034/208

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Ho
Cut

ADVENTURE TIME



Page 236

Sc. 144 Pnl. A Bg. day night



Sc. 144 cont Pnl. B Bg. day night



Cut

EPISODE # 1034-208

1034/208

Dialog:

(A) MAN, YOUR HANDWRITING HASNT CHANGED AT ALL!

Action:

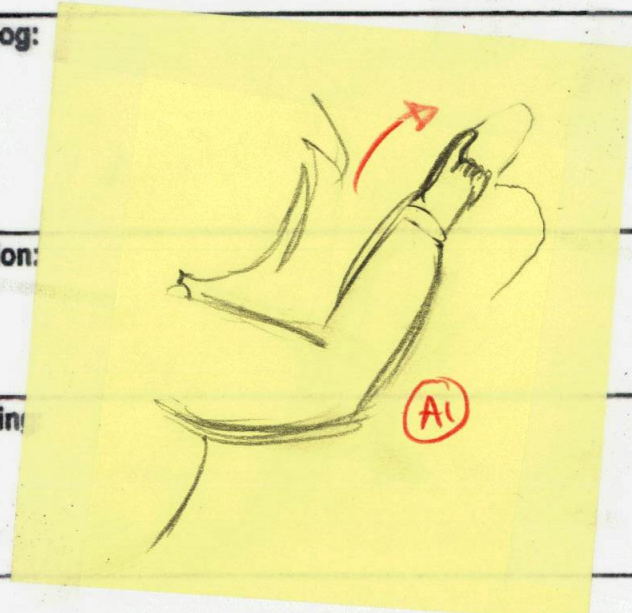
M traces "B" with her finger

FEB 0 4 2015

Timing:

Production :

1034/208



Cut

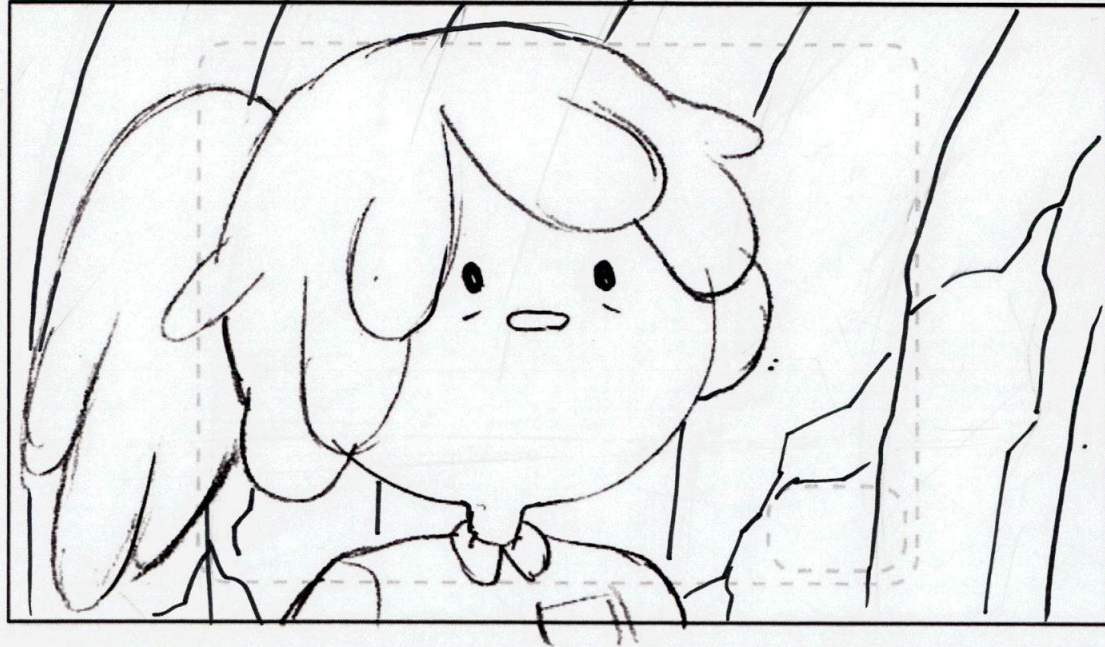
ADVENTURE TIME



Cut

Page 237

Sc. 145 Pnl. A Bg. day night



Sc. 146 Pnl. A Bg. day night



Dialog:

(M) HAHA STILL AS PRISSY AND
PRIM

Action:

Timing:

FEB 04 2015

1034-208

EPISODE #

1034/208

Production :

1034/208

1034/208

ADVENTURE TIME



146 CONT

Page 238

Cut

Sc. 146 CONT Pnl. B Bg.

day night



Sc. Pnl. C Bg.

day night



Dialog:

(M)

AS EVE---

WHA---?!

Action:

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME

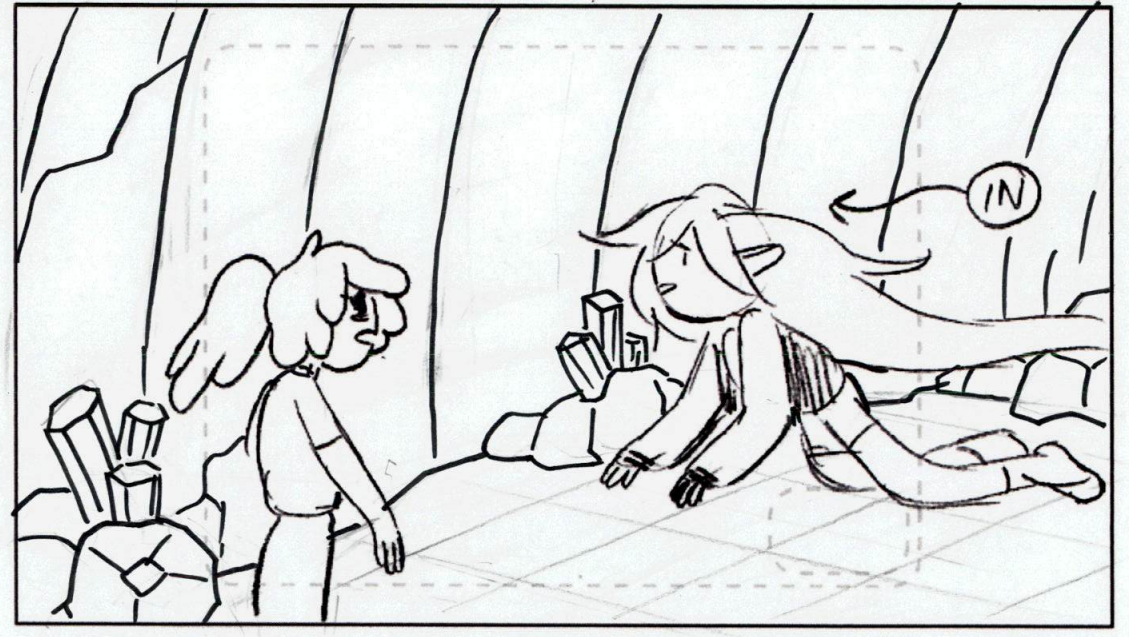


Page 239

Sc. 147 Pnl. A Bg. day night



Sc. 148 Pnl. A Bg. day night



Dialog:

PB : [CRYING SOFTLY]

M: Hhey

Action:

PB CRYING

-M. FLOATS ON/S.

FEB 04 2015

Timing:

1034-208

EPISODE #

1034/208

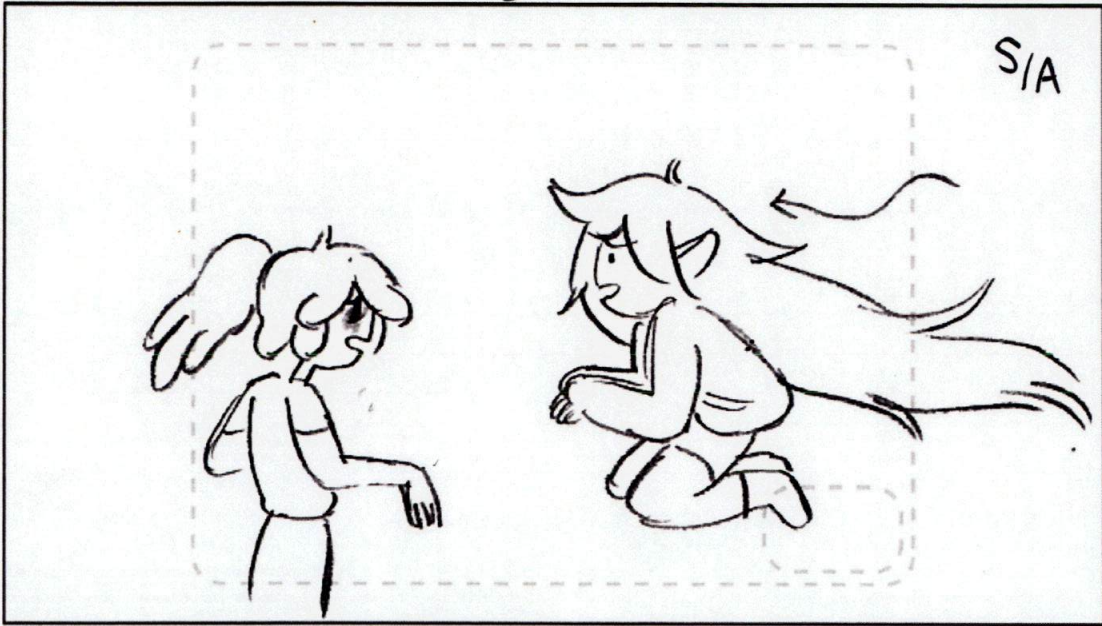
Production :

1034/208

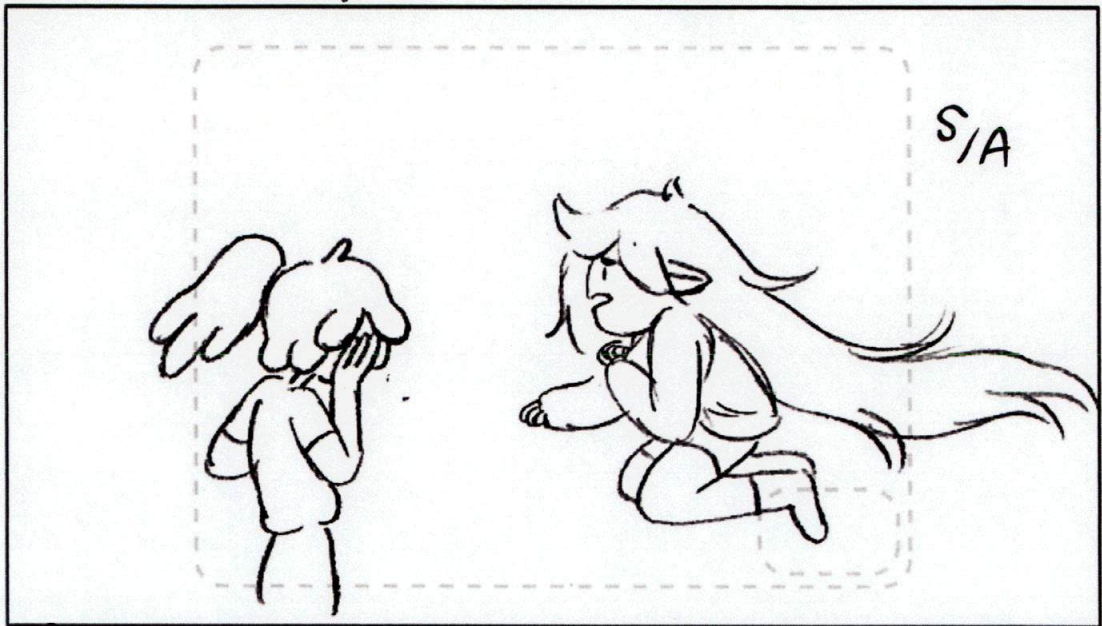
ADVENTURE TIME



Sc. 148 *CONT* Pnl. B Bg. day night



Sc. 148 *CONT* Pnl. C Bg. day night



Dialog:	(M) WH--WHAT??	(M) I... I DIDN'T MEAN...
Action:		
Timing:		

FEB 04 2015

Handwritten signature

1034-208

EPISODE #

1034/208

Production :

the cut

ADVENTURE TIME

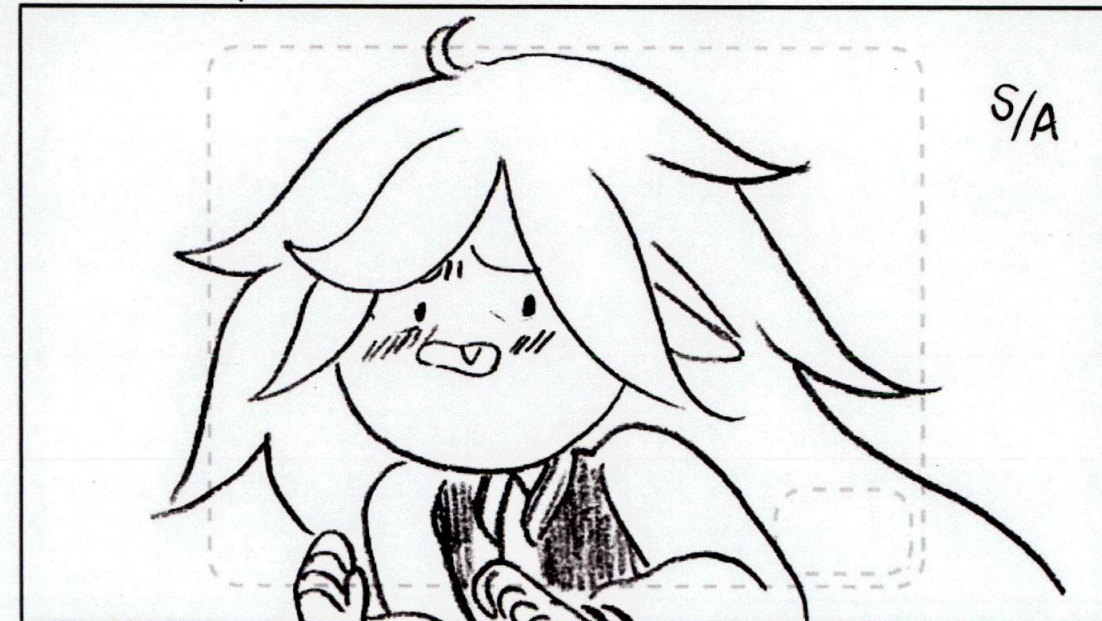


cut

Sc. 149 Pnl. A Bg. day night



Sc. 149 cont Pnl. B Bg. day night



Dialog:	
① I LIKE YOUR HANDWRITING,	② I THINK IT'S REALLY PRETTY.....
Action:	
Timing:	

FEB 04 2015

Production :

EPISODE #

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1034/208

1034/208

1034/208

ADVENTURE TIME



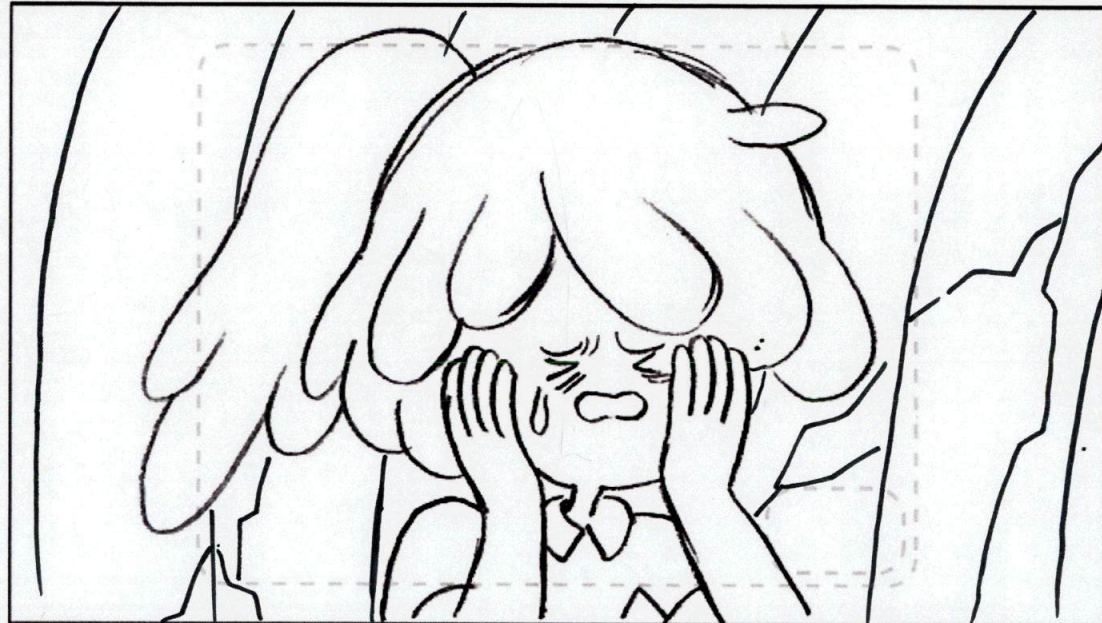
Page 242

Sc. 156

Pnl. A

Bg.

day night

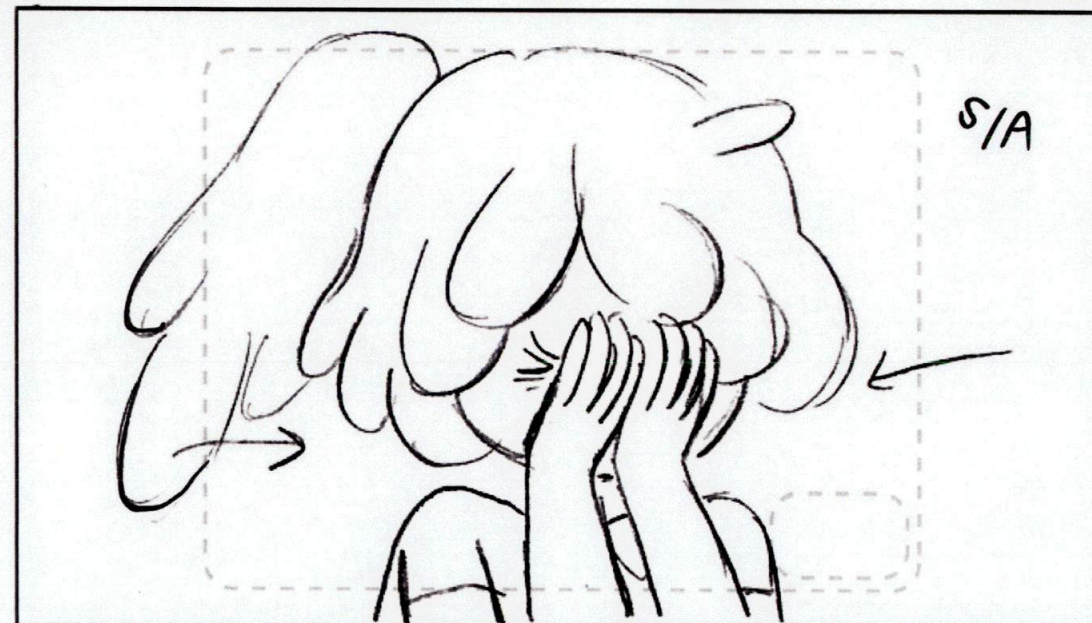


Sc. 150 CONT

Pnl. B

Bg.

day night



Dialog:

(PB) ITS,,, ITS NOT THAT,

(PB) I,,, (SMALLER) I LOST MY HAT,,,,,

Action:

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

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1034/208

ADVENTURE TIME



Page 243

Sc. 151

Pnl. A

Bg.

day night



Sc. 151

CONT Pnl. B

Bg.

day night



Dialog:

???

Ⓜ WE ... WE CAN GET
YOU ANOTHER HAT...

Action:

Timing:

FEB 04 2015

Production :

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1034/208

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cut

ADVENTURE TIME



Sc. 151A Pnl. A Bg. day night



Sc. 151A cont Pnl. B Bg. day night



Dialog:	(PB) I LOST MY HAT... ,	(PB) LOST MY HOME, LOST MY PEOPLE...
Action:		
Timing:	FEB 04 2015	

EPISODE # 1034-208
Production :

1034/208

1034/208

ADVENTURE TIME



Sc. 151A *CONT* Pnl. C Bg. day night



Sc. 151A *CONT* Pnl. D Bg. day night



Dialog:

(PB) I CAN'T EVEN KEEP
DERN VARMINTS

(PB) OUT OF MY PUMPKIN PATCH!

Action:

Timing:

FEB 04 2015

Production :

EPISODE # 1034-208

1034/208

Page 245

Cut

1034/208

Cut

ADVENTURE TIME



Cut

Sc. 152 Pnl. A Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:	(M) OH BONNIE...	(PB) ... I TRIED,
Action:		
Timing:		

FEB 04 2015

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EPISODE #

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Production :

1034/208

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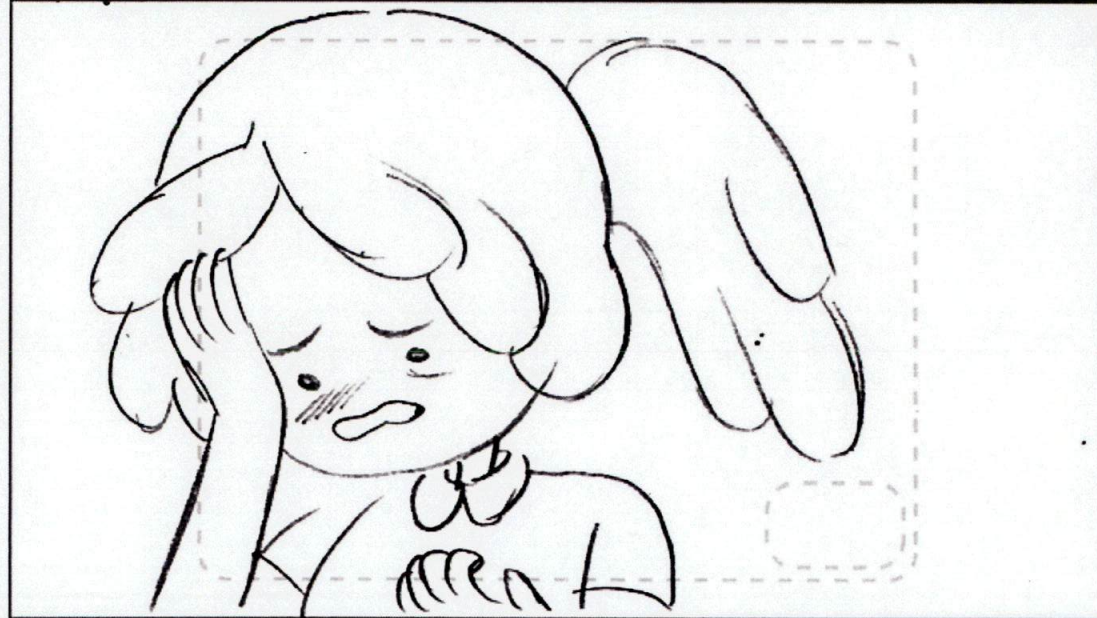
1034/208

ADVENTURE TIME



Page **247**

Sc. **153 CONT** Pnl. **B** Bg. day night



Sc. **153 CONT** Pnl. **C** Bg. day night



Dialog:

(PB) I REALLY, REALLY TRIED

Action:

Timing:

FEB 04 2015

EPISODE #

1034-208

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Production :

1034/208

ADVENTURE TIME



Page 248

Sc. 153 *CONT* Pnl. D

Bg.

day night



Sc. 153 *CONT* Pnl. E

Bg.

day night



Dialog:

(PB) I JUST...

(PB) I THOUGHT THAT IF I SHUT
EVERYTHING OUT AND JUST FOCUSED
ON WORK, IT WOULD ~~a~~ BE OKAY,

Action:

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

1034/208

ADVENTURE TIME



HO
CUT

Page 249

Sc. 153 *cont* Pnl. F

Bg.

day night



Sc. 154

Pnl. A

Bg.

day night



Dialog:

(PB) AND MY Kingdom
WOULD BE OKAY, ...

Action:

Timing:

FEB 04 2015

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EPISODE #

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Production :

1034/208

ADVENTURE TIME



Hu
Art

Page 250

Sc. 154 CONT Pnl. B Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:

(PB) BUT LOOK WHERE THAT
LANDED ME...

SFX *CRUMBLE*

Action:

(Rocks continue to fall)

FEB 04 2015

Timing:



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Production :

1034/208

ADVENTURE TIME



Page 251

Sc. 155 CONT Pnl. B

Bg.

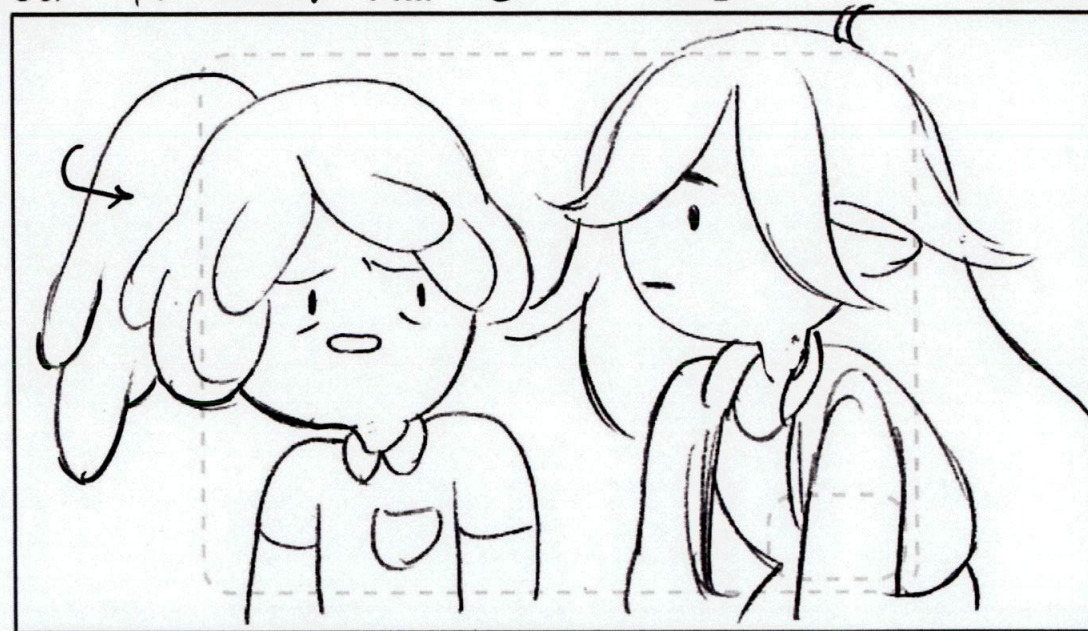
day night



Sc. 155 CONT Pnl. C

Bg.

day night



Dialog:

Ⓟ ALL I MANAGED TO DO WAS
PUSH EVERYONE AWAY.

Ⓟ

I PUSHED YOU AWAY.

Action:

Timing:

FEB 04 2015

Production :

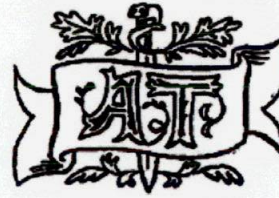
EPISODE #

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1034/208

ADVENTURE TIME



Page 252

Sc. 155 cont Pnl. D Bg. day night



Sc. 155 cont Pnl. E Bg. day night



Dialog:

(PB) I'M SORRY MARCELINE,

(PB) I'VE BEEN A REAL
DINGER TO YOU.

Action:

FEB 04 2015

Timing:

EPISODE # 1034-208

1034/208

Production :

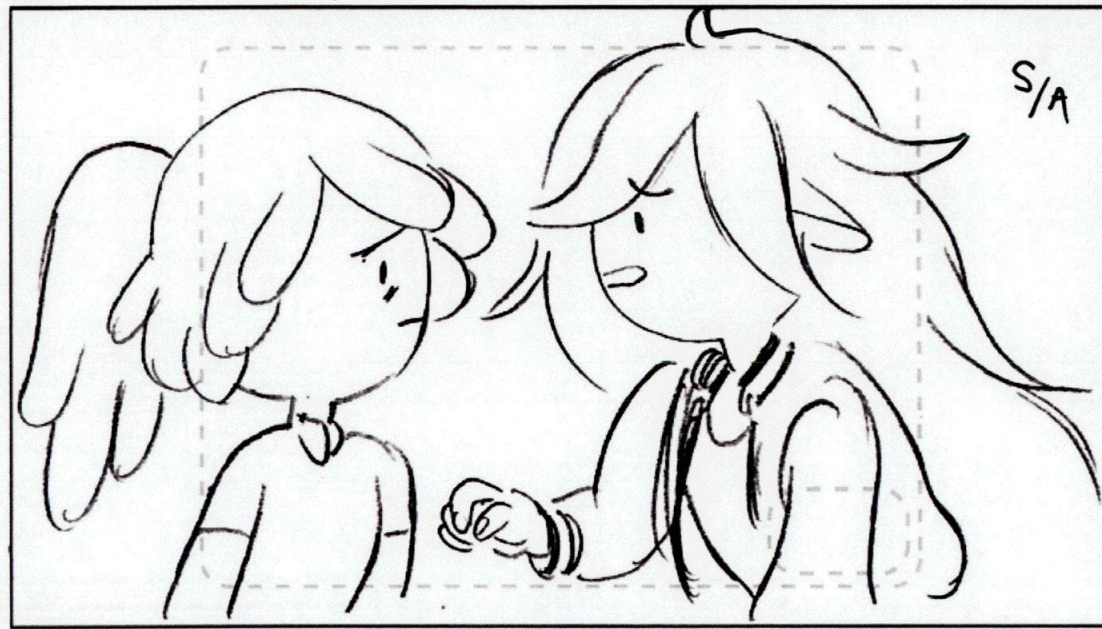
1034/208

1034/208

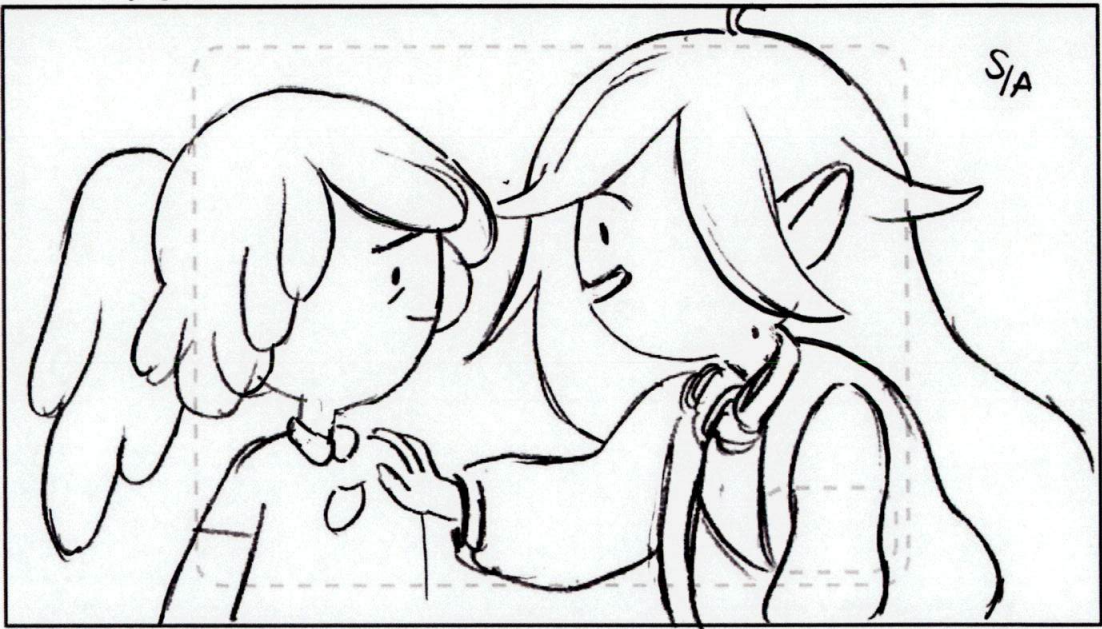
ADVENTURE TIME



Sc. 155 CONT Pnl. F Bg. day night



Sc. 155 CONT Pnl. G Bg. day night



Dialog:	(M) COME ON...	(M) WHAT ARE YOU EVEN APOLOGIZING FOR ...
Action:	-M. PUTS HAND ON PB'S SHOULDER	
Timing:	FEB 04 2015	

1034/208

EPISODE # 1034-208

1034/208

Production :

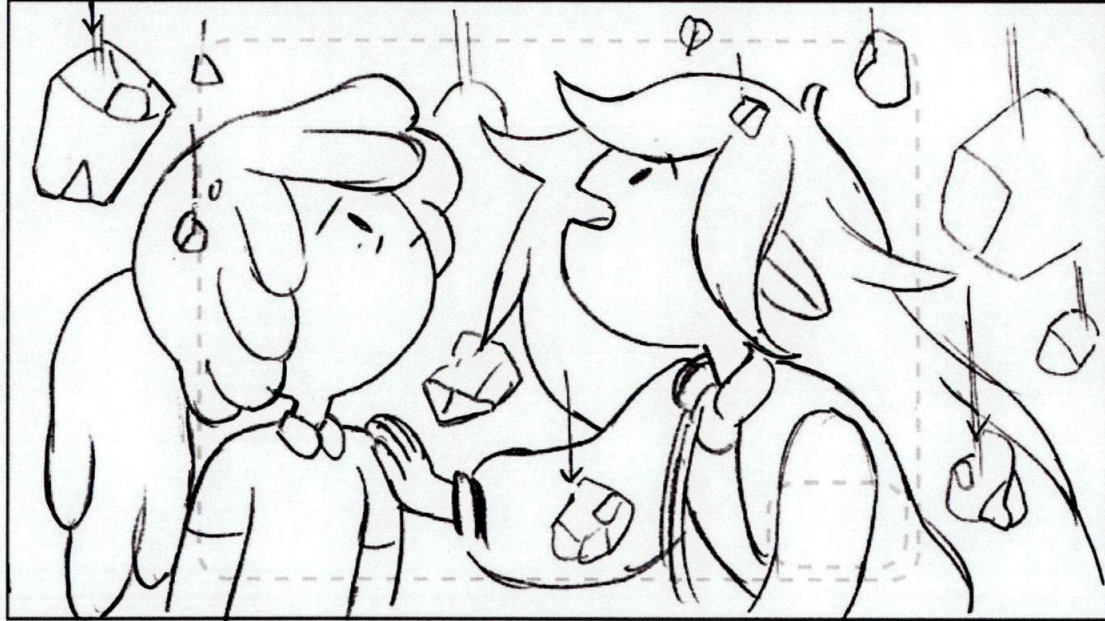
1034/208

ADVENTURE TIME

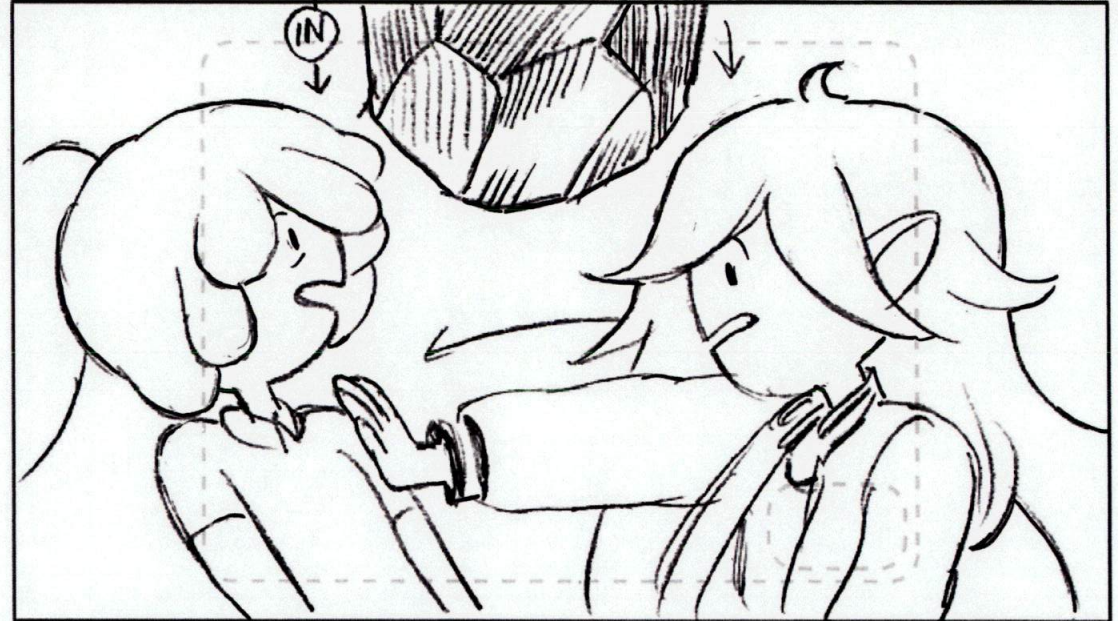


Page 254

Sc. 155 cont Pnl. 4 Bg. day night



Sc. 155 cont Pnl. 7 Bg. day night



Dialog:

SFX: RUMBLE*

M: NUH!

Action:

- M. PUSHES PB BACK AS A
BIG CHUNK FALLS ON/S.

FEB 04 2015

Timing:

EPISODE #
1034/208 1034-208

Production :

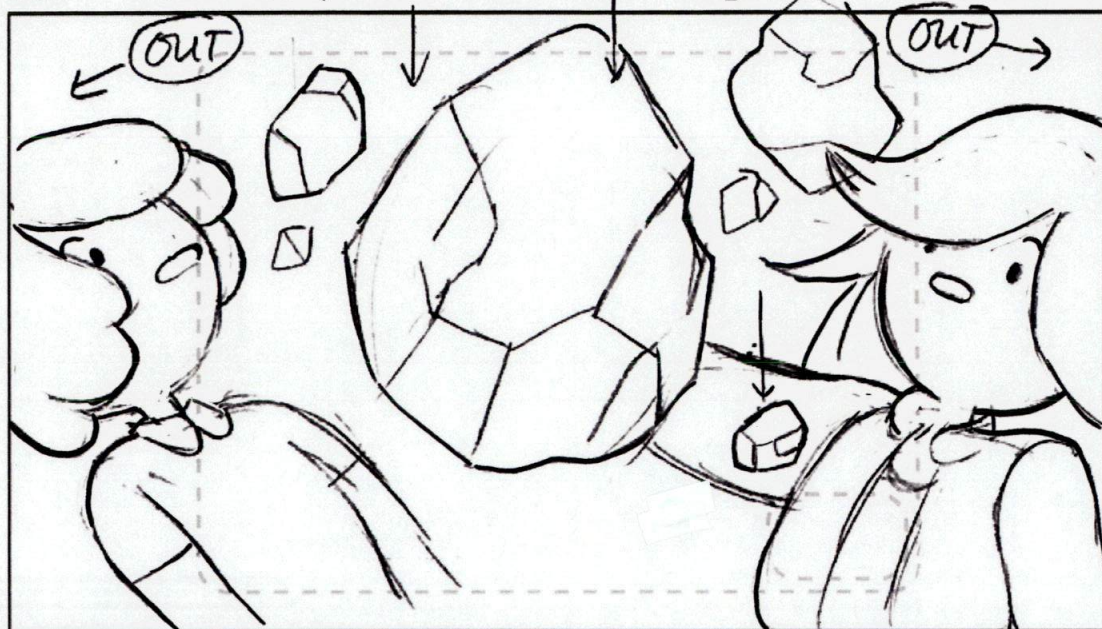
1034/208

ADVENTURE TIME



Cut

Sc. 155 CONT Pnl. 3 Bg. day night



Sc. 156 Pnl. A Bg. day night



Dialog:

(J)

SFX: * THDD! *

Action: - RUBBLE FALLS BETWEEN PB+M.
- PB+M DODGE BACK OFF/S.

- RUBBLE EMBEDS IN THE GROUND.



FEB 04 2015

EPISODE # 1034-208

1034/208

Production :

ADVENTURE TIME

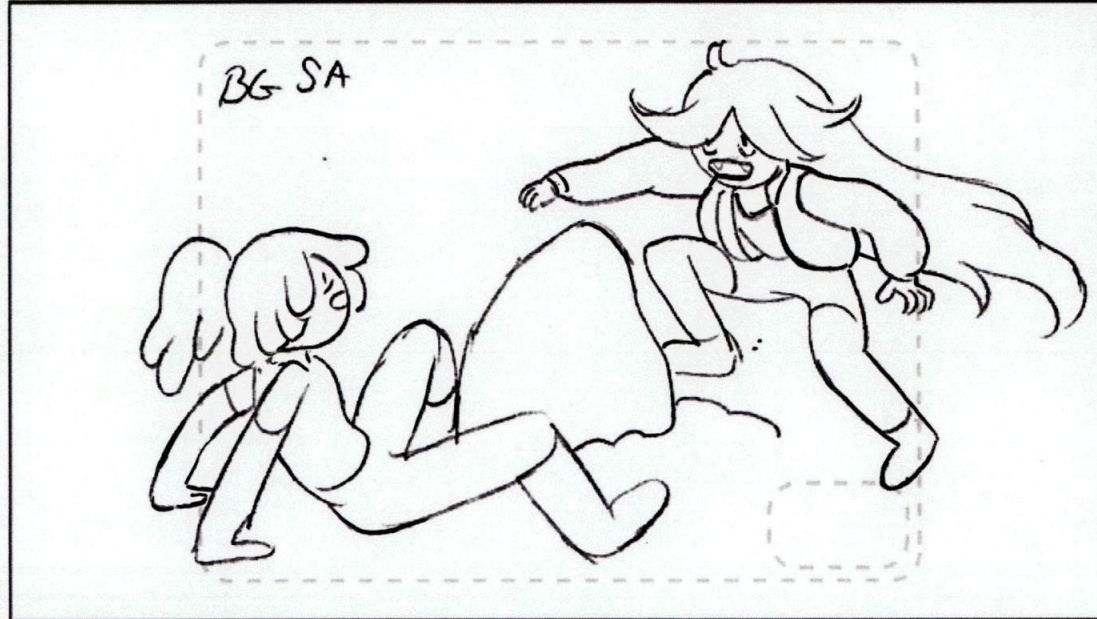


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Sc. 156 *CONT* Pnl. B

Bg.

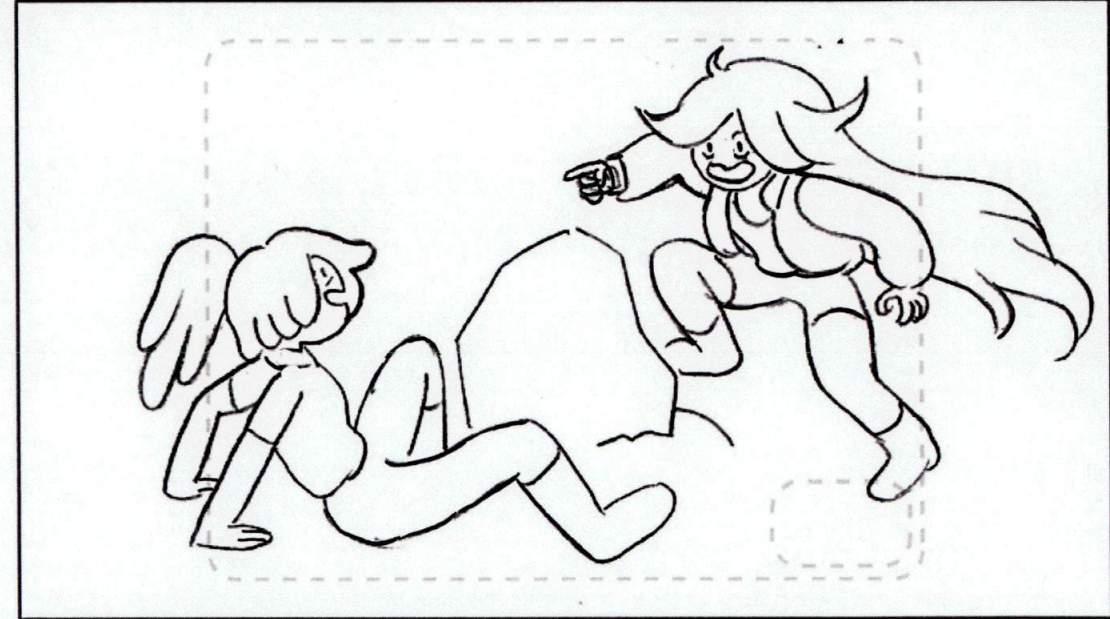
day night



Sc. 156 *CONT* Pnl. C

Bg.

day night



Dialog:

Ⓜ UUU HHH

Ⓜ HOW ABOUT WE NOT GET BURIED
UNDER A METRIC-TON OF ROCK-CANDY
RUBBLE ?!?? !!!

Action:

Timing:

FEB 04 2015

Production :

EPISODE #

1034-208

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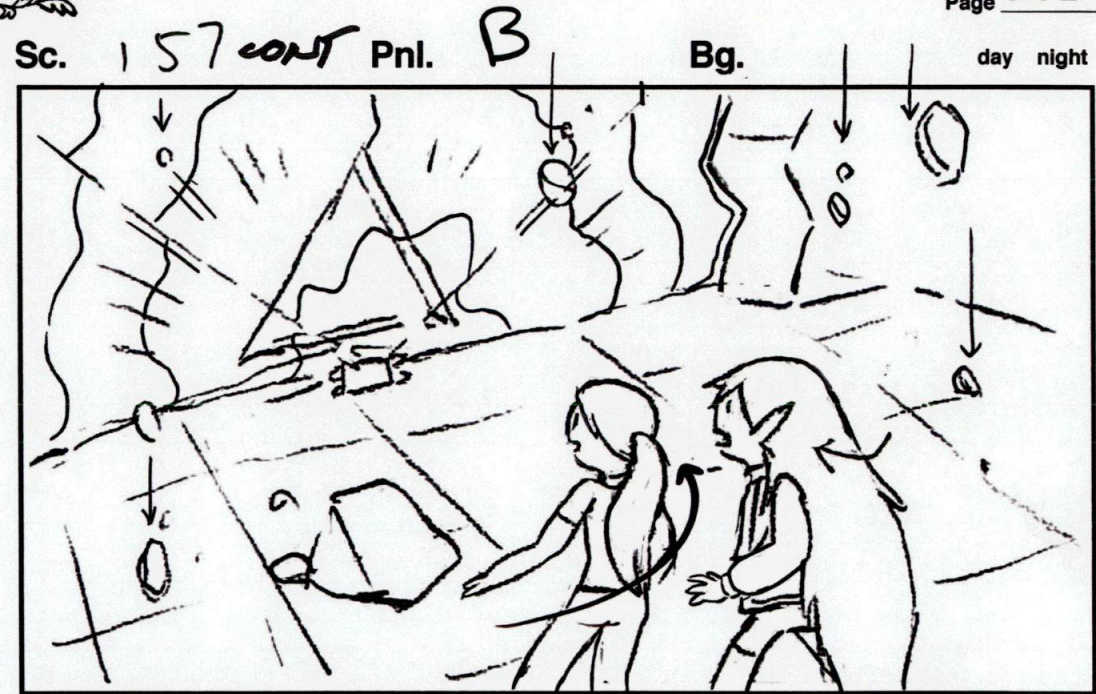
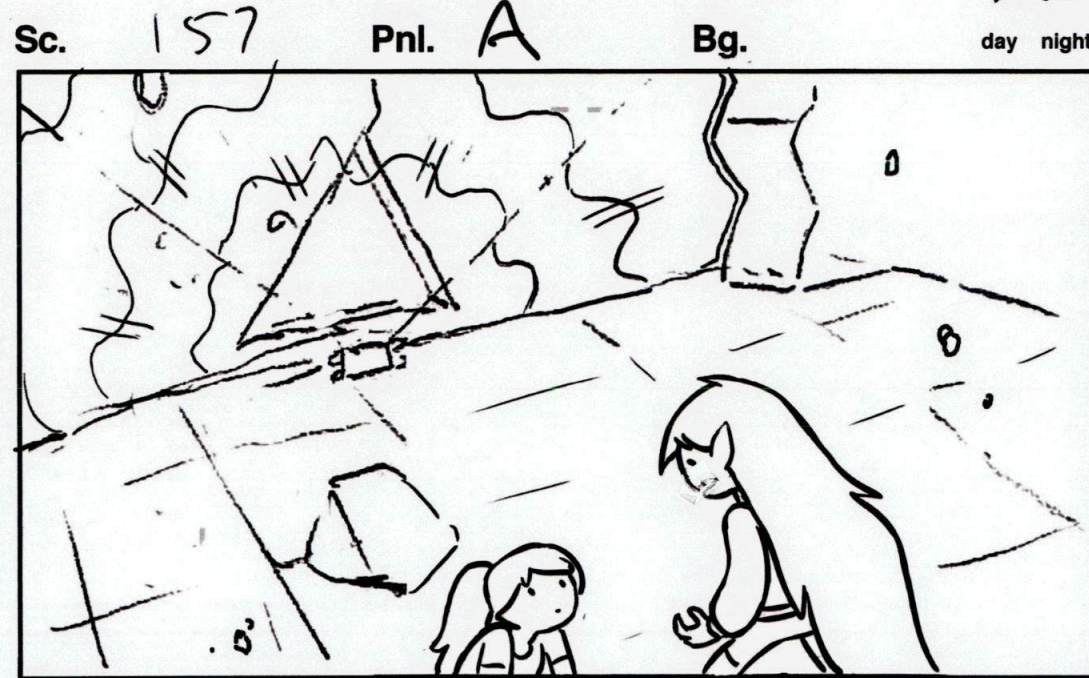
*Ho
Cut*

Ho
Cut

ADVENTURE TIME



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Dialog:

SFX: * RUMBLING *

PB: gasp!

Action:

- RUBBLE FALLS ON/S
- PB + M TURN TOWARDS HOLE.

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Timing:

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EPISODE #

1034/208

Production:

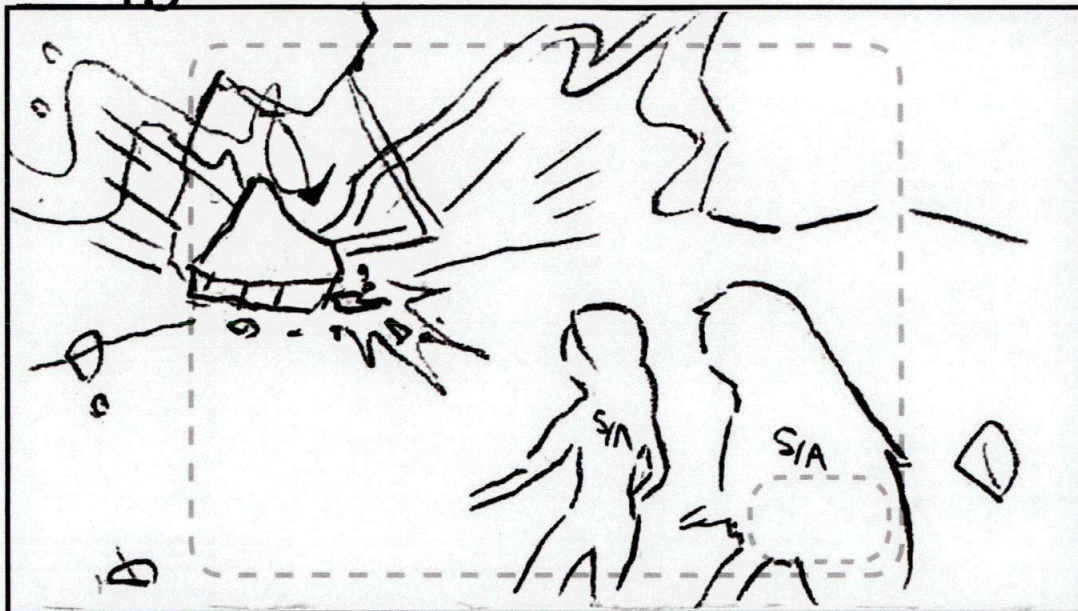
1034/208

ADVENTURE TIME



Page 258

Sc. 157 cont Pnl. C Bg. day night



Sc. 157 cont Pnl. D Bg. day night



Dialog:

Sfx: *SMASHH-VMM*

PB: the field generator!

Sfx: *ZZZT*

Action: - WALL BREAKS AND DAMAGES
FORCEFIELD GENERATOR

- FORCEFIELD WARPS/FALTERS

FEB 04 2015

Timing:

EPISODE # 1034-208

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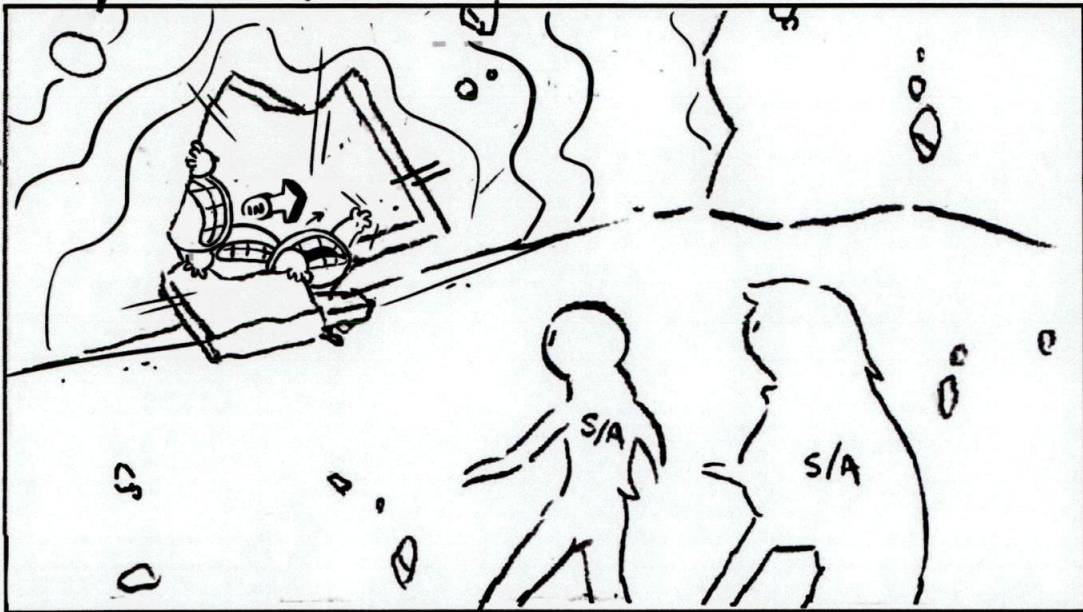
Production:

1034/208

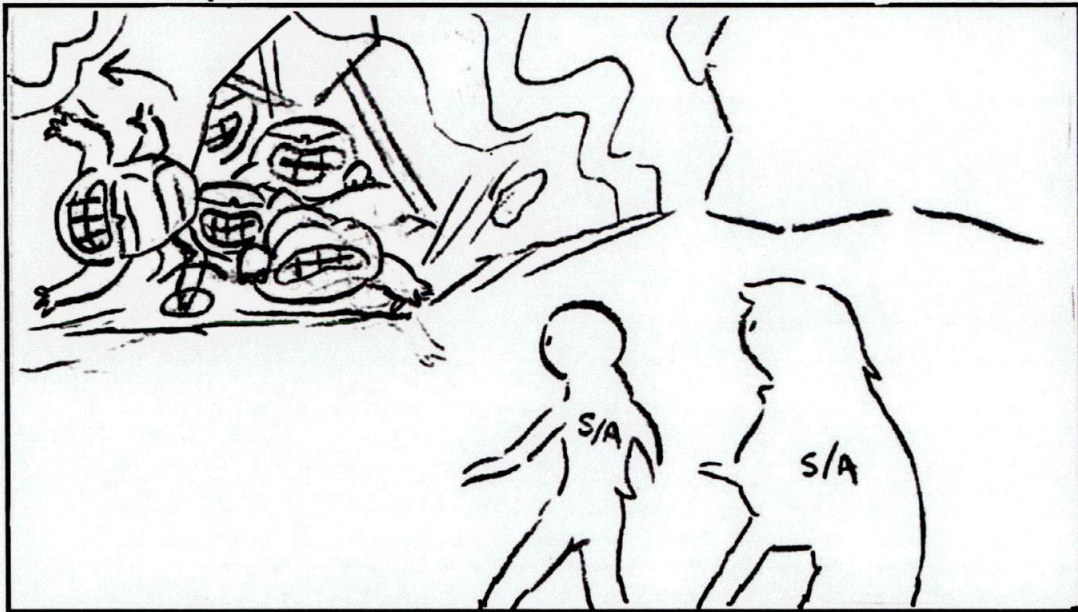
ADVENTURE TIME



Sc. 157 cont Pnl. E Bg. day night



Sc. 157 cont Pnl. F Bg. day night



Dialog:

VARMINTS : [GROWLING FURIOUSLY]

SFX: *SKITTERING*

Action:

- VARMINTS START CLIMBING THROUGH WALL.

-VARMINTS START PUSHING THROUGH FORCEFIELD.

FEB 04 2015

Timing:

He Cut

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EPISODE #

1034/208

Production:

ADVENTURE TIME



Page 260

Sc. 158 Pnl. A Bg. day night



Sc. 158 CONT Pnl. B Bg. day night



Dialog:

PB: AW JEEZ -

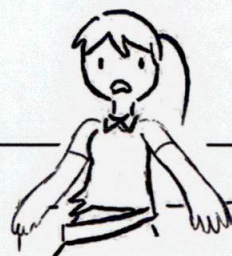
PB: OK, UM, MAYBE I CAN
RIG UP A GRAFFITI BOMB OR

Action:

- RUBBLE CONTINUES FALLING.

- PB LOOKS AROUND FRANTICALLY;

Timing:



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Production:

1034/208

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ADVENTURE TIME



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Sc. 158 cont Pnl. C Bg.

day night



Sc. 158 cont Pnl. D Bg.

day night



Dialog:

PB: OR OR OR --

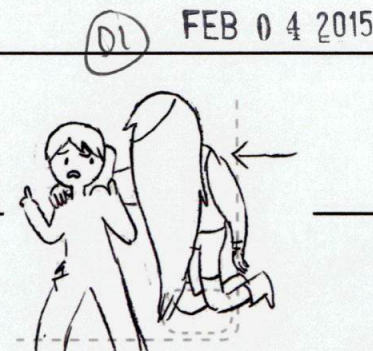
PB: WHA-

Action:

-M. FLOATS ON/S CREEPILY
WITH HER HAIR FLIPPED OVER FACE

-PB LOOKS UP AT M.

Timing:



DL FEB 04 2015

EPISODE # 1034-208
1034/208

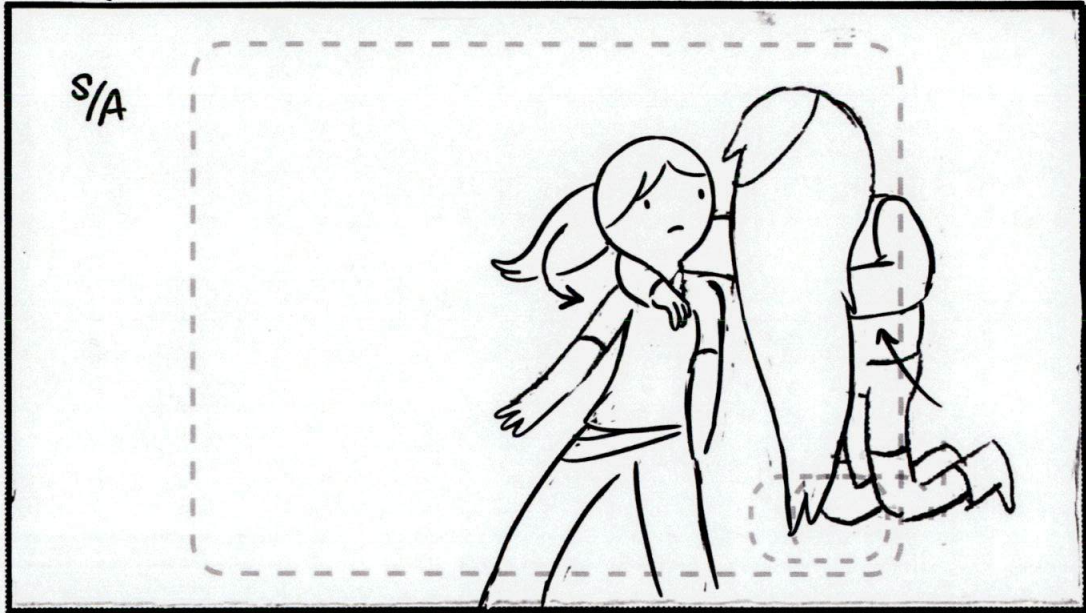
Production:

1034/208

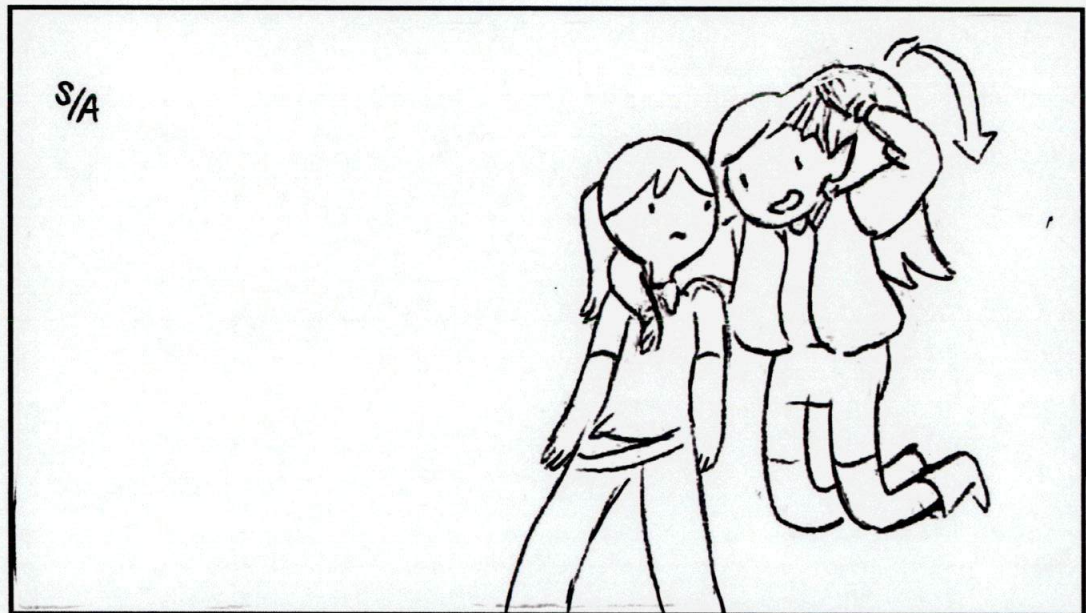
ADVENTURE TIME



Sc. 158 *cont* Pnl. E Bg. day night



Sc. 158 *cont* Pnl. F Bg. day night



Dialog:	<u>M</u> : This time, I'm prepared!
Action:	<div>-M. PUTS ARM AROUND PB'S SHOULDER.</div> <div>-M. BRUSHES BACK HAIR. IN ONE SWEEP.</div> <div>FEB 04 2015</div>
Timing:	

ADVENTURE TIME



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Sc. **158 cont** Pnl. **G**

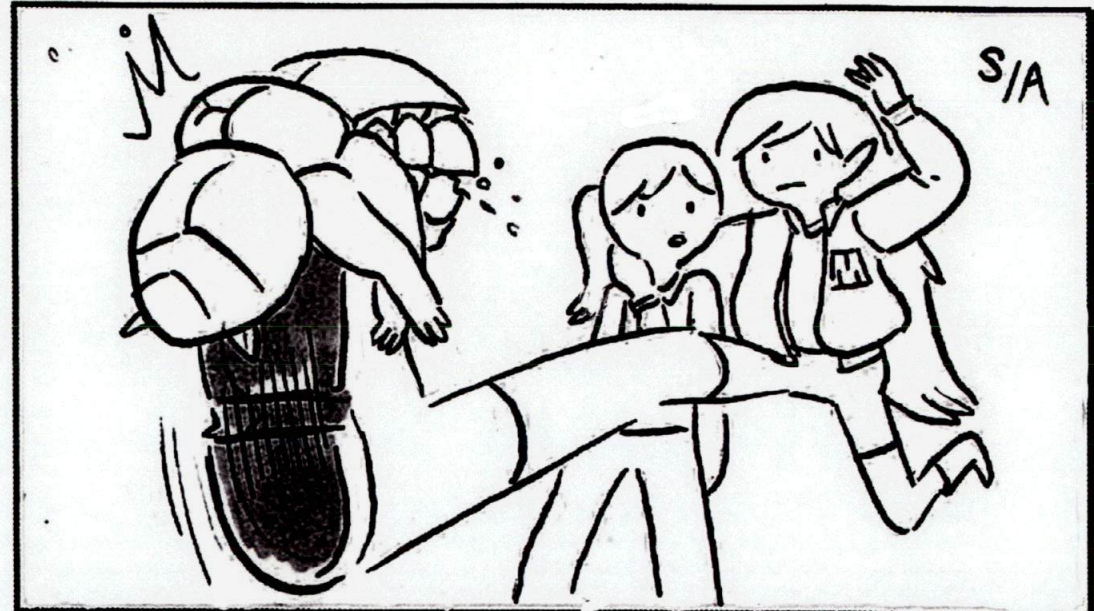
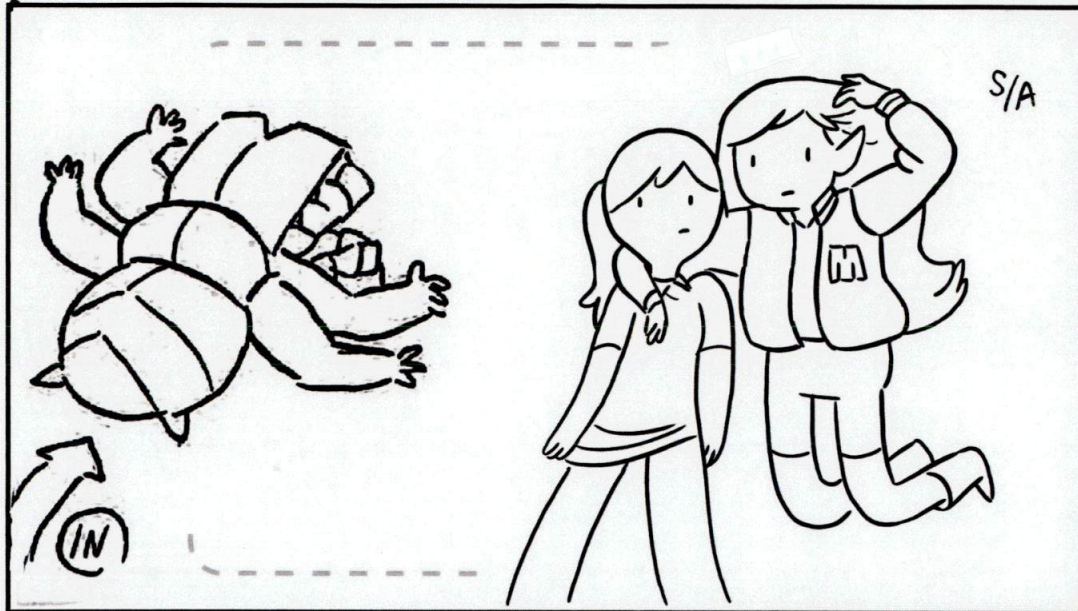
Bg.

day night

Sc. **158 cont** Pnl. **H**

Bg.

day night



Dialog:

V: HSSS!

SFX: * **PUNT!** *

Action:

- VARMIN'T LEAPS ON/S.

- M. KICK'S VARMIN'T WITH GIANT FOOT.

FEB 04 2015

Timing:

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1034/208

Production:

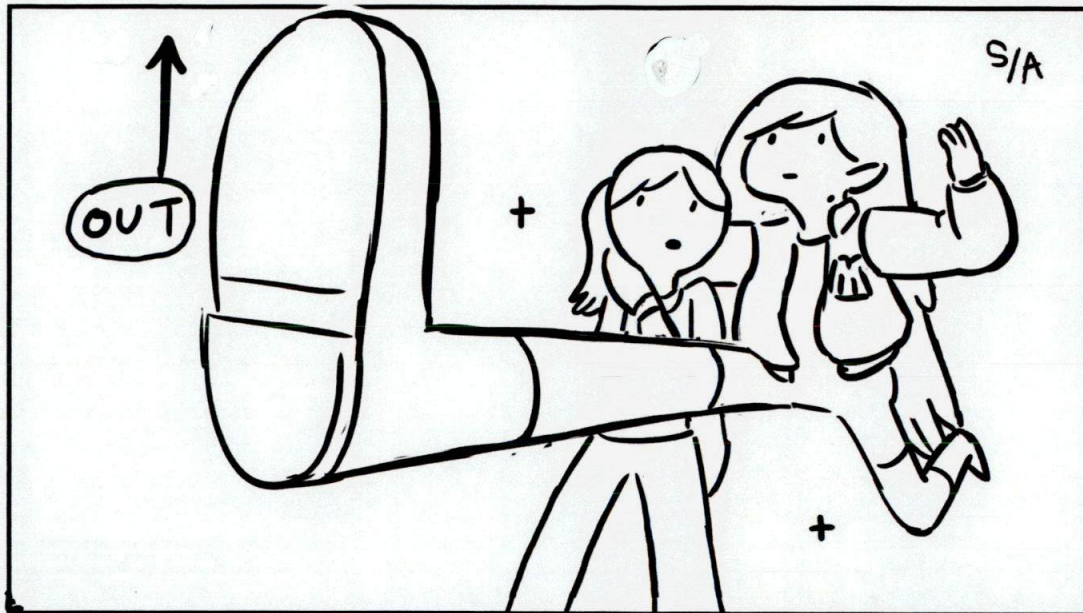
1034/208

ADVENTURE TIME

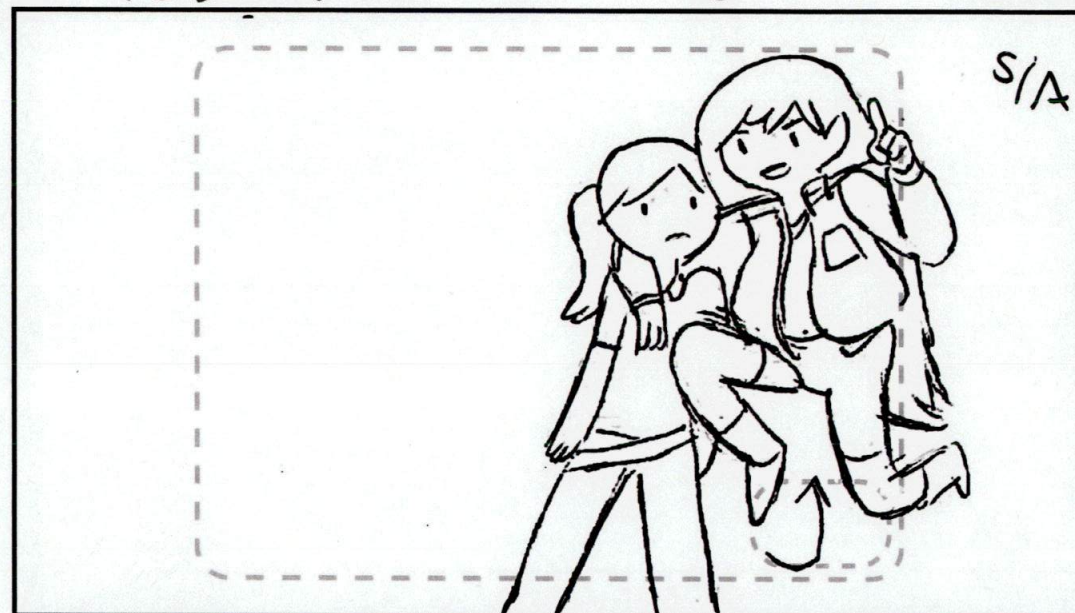


Page **264**

Sc. **158 cont** Pnl. **I** Bg. day night



Sc. **158 cont** Pnl. **J** Bg. day night



Dialog:

SFX: **XTHMPX**

M: I'VE BEEN WATCHING
THESE DUDES
PRETTY CLOSE -

Action:

- VARMINT FLIES OFF/S.

FEB 04 2015

Timing:

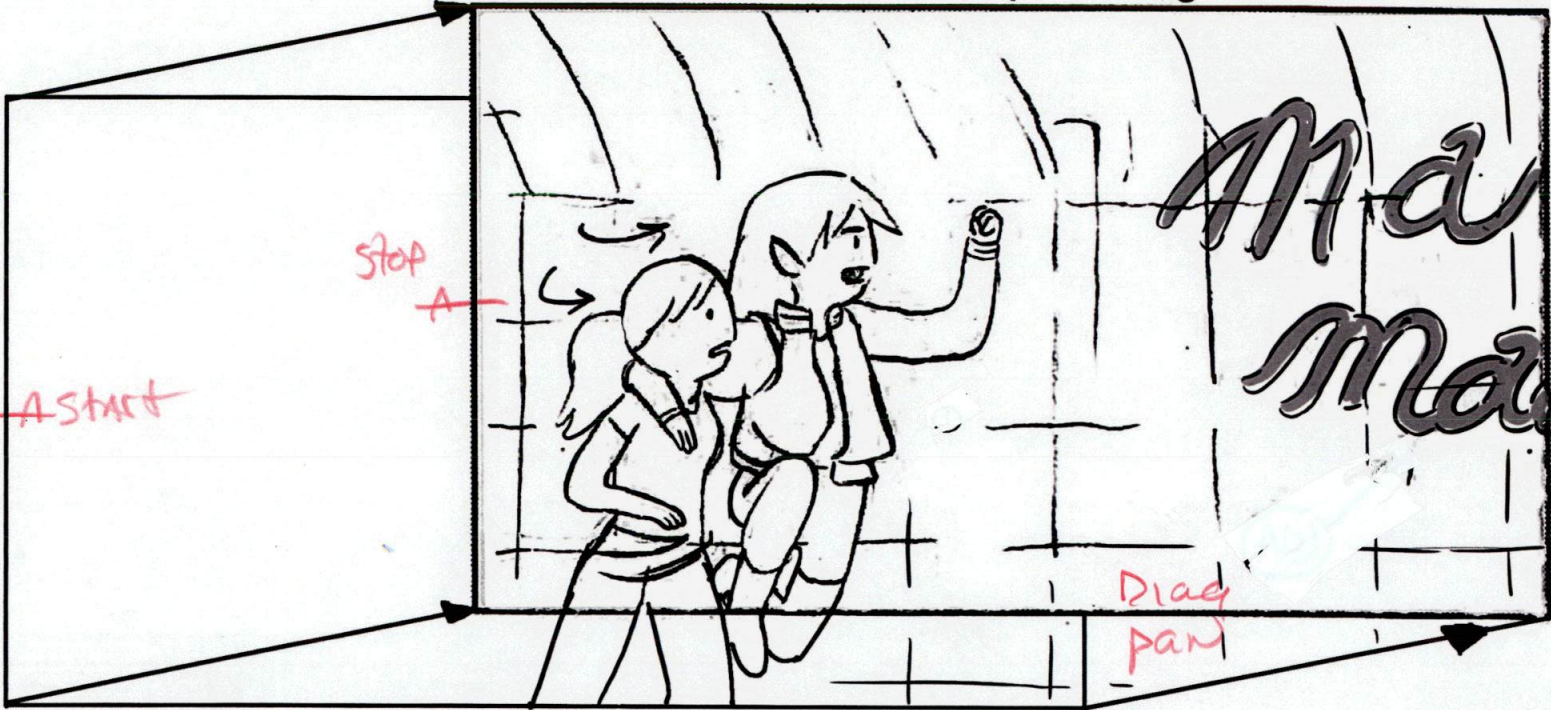
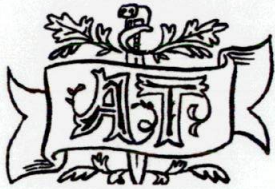
EPISODE # **1034-208**

Production:

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ADVENTURE TIME

Sc. 158 cont Pnl. K Bg. day night



Dialog:	M: I THINK I CAN VARMINT US OUT THROUGH THE WALL	(K)
Action:	- M + PB TURN TOWARDS WALL - ADJ. W/ ACTION.	
Timing:		



FEB 04 2015

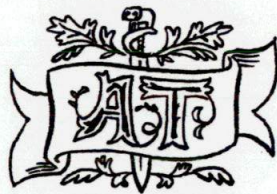
1034-208

EPISODE #

1034/208

Production:

ADVENTURE TIME



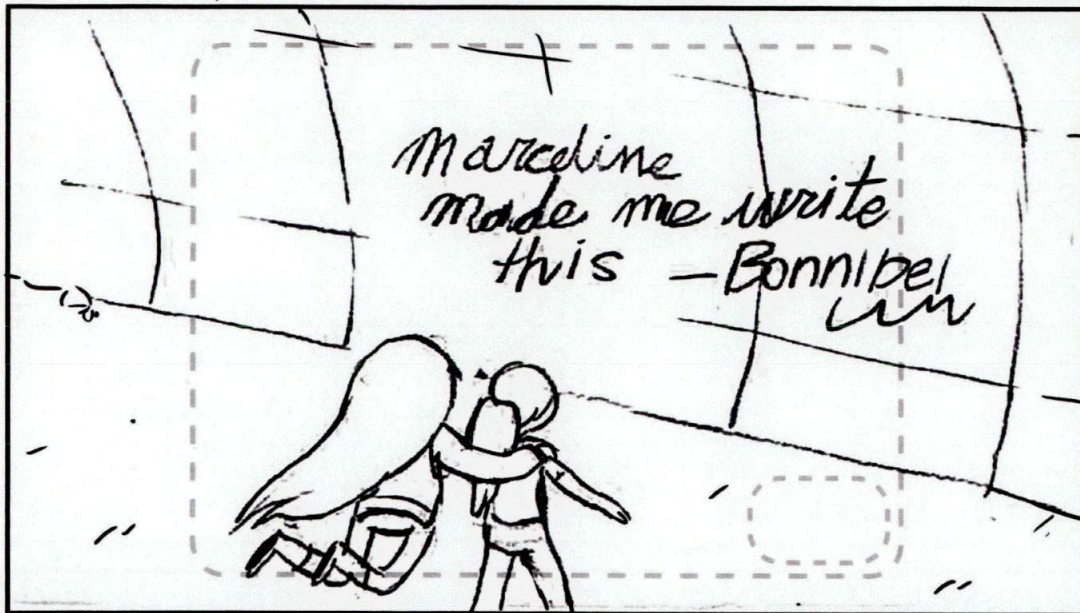
Page **266**

Sc. 159

Pnl. A

Bg.

day night

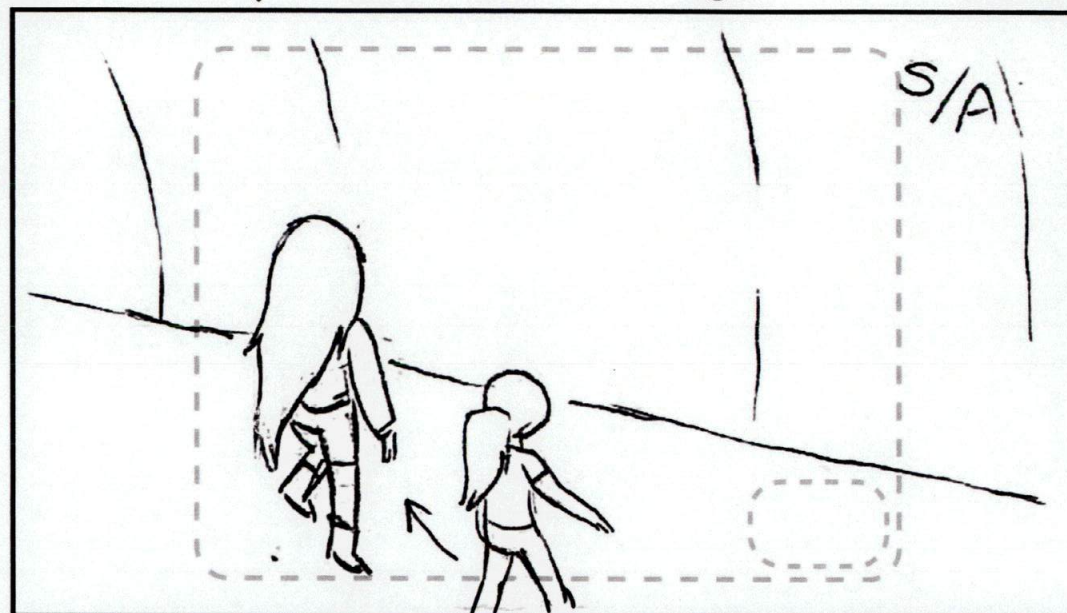


Sc. 159 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: (qs) BOOM-BOOM

M: IT'S JUST A SHAME about
YOU R TAG ...

Action:

Timing:



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EPISODE #

1034/208

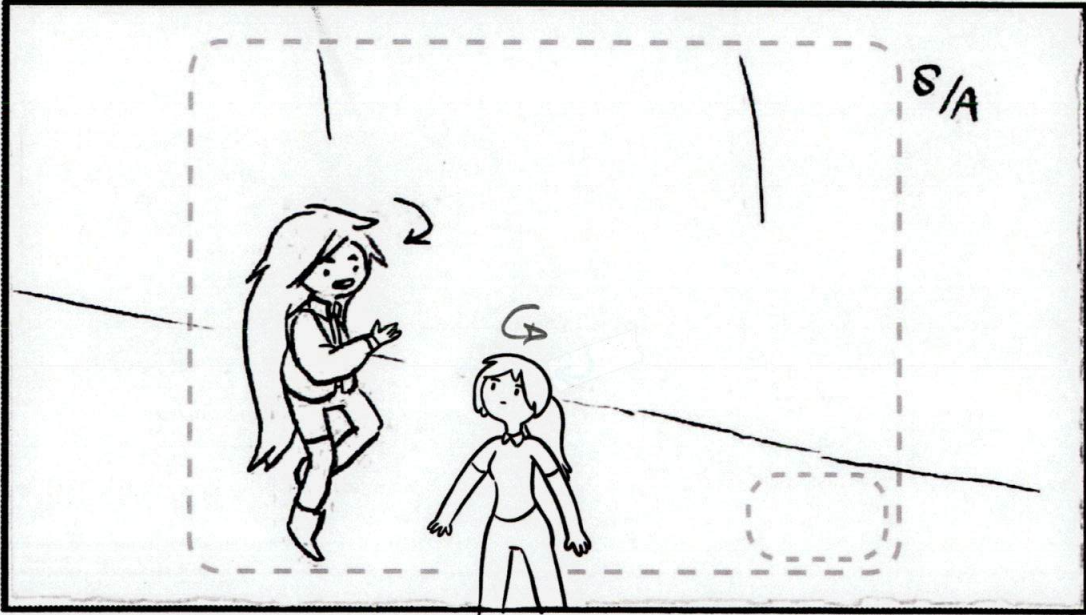
Production:

1034/208

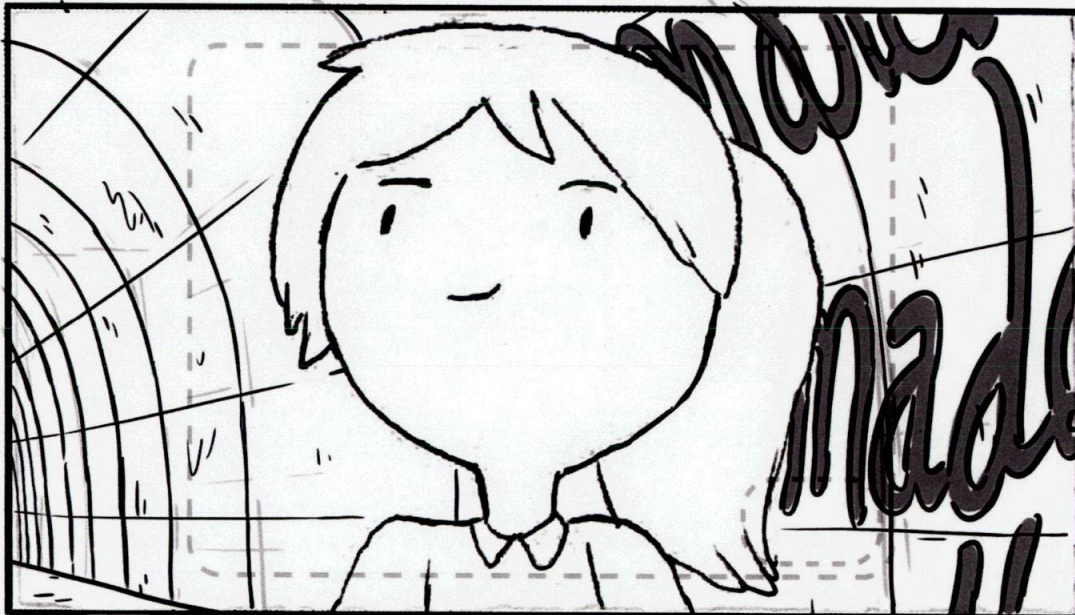
ADVENTURE TIME



Sc. 159 cont Pnl. C Bg. day night



Sc. 160 Pnl. A Bg. day night



Dialog:

M: IT'S BEEN HERE FOREVER.
I dont wanna mess it up.

PB: . . .

Action:

-PB SMILES

Timing:

FER n 4 2015



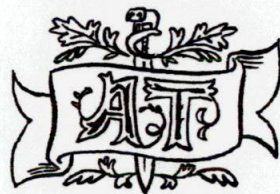
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Production:

ADVENTURE TIME



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Sc. **160 CONT** Pnl. **B**

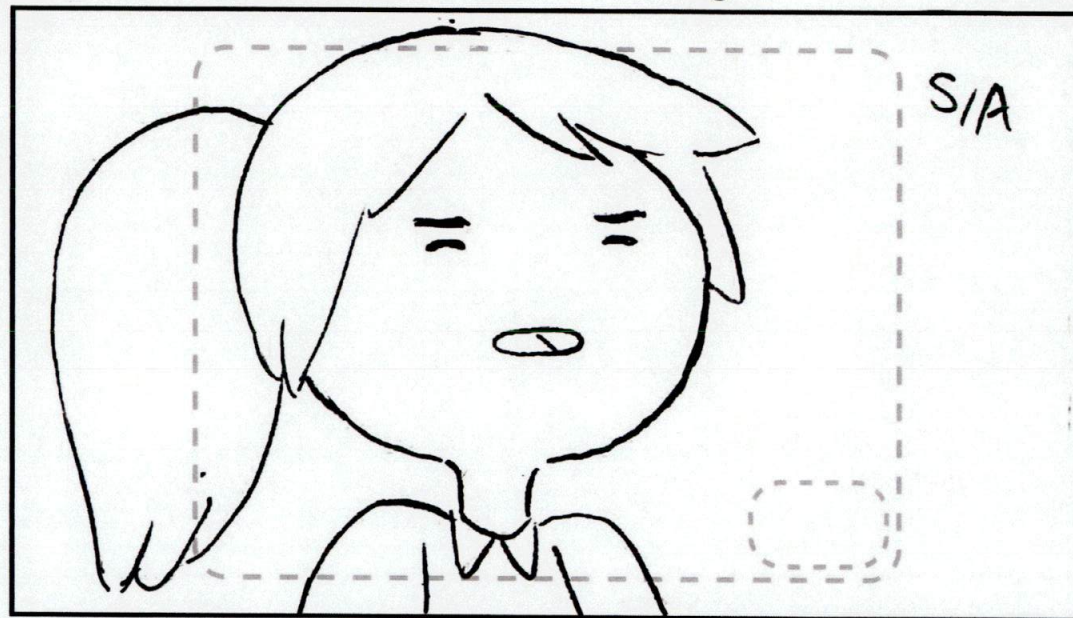
Bg.

day night

Sc. **160 CONT** Pnl. **C**

Bg.

day night



Dialog:

PB: NAW, IT'S GOOD I THINK ...

PB: MESS IT UP

Action:

-PB SQUINTS.

FEB 04 2015

Timing:

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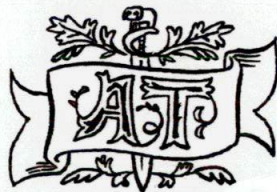
Production:

1034/208

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HO
cut

ADVENTURE TIME



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Sc. 161

Pnl. A

Bg.

day night



Sc. 161 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- M. ANTICS BACK W/ HAND
- TRUCK OUT

FEB 04 2015

*Diag Truck
out*

Production:

1034/208

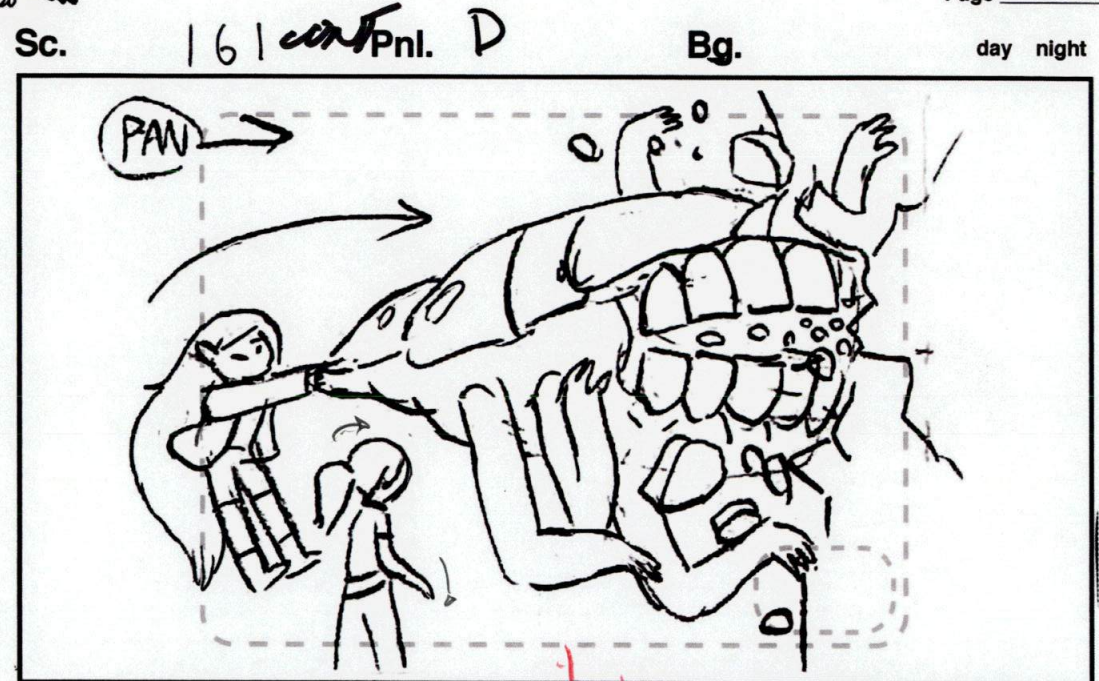
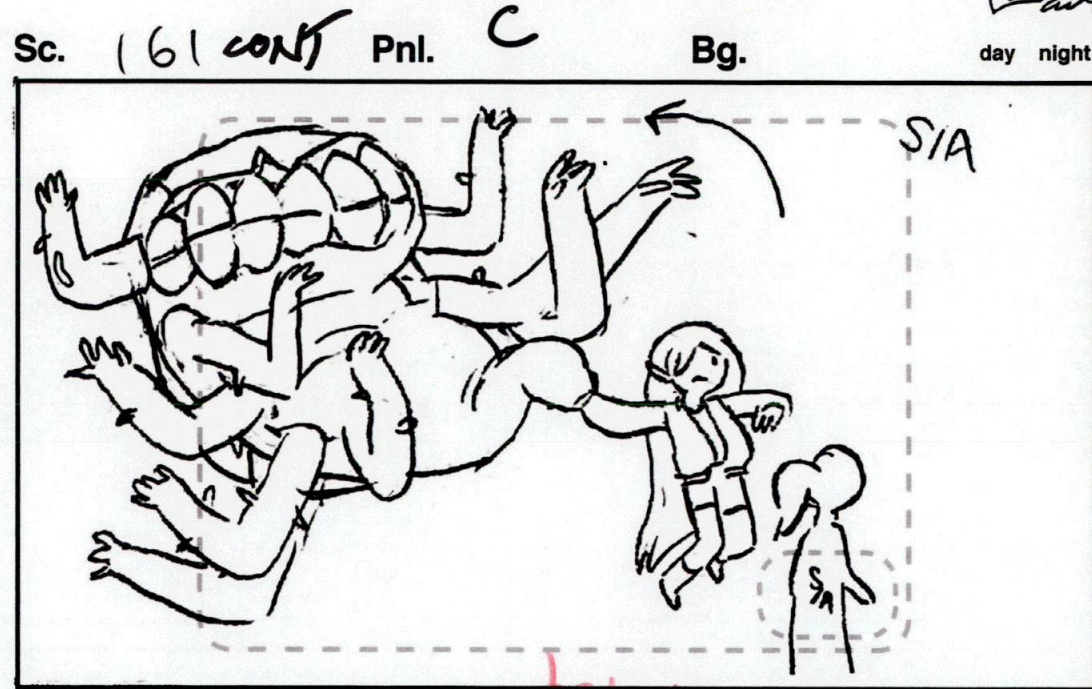
1034/208

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ADVENTURE TIME



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Dialog:

SFX: *GLORP*

Action:

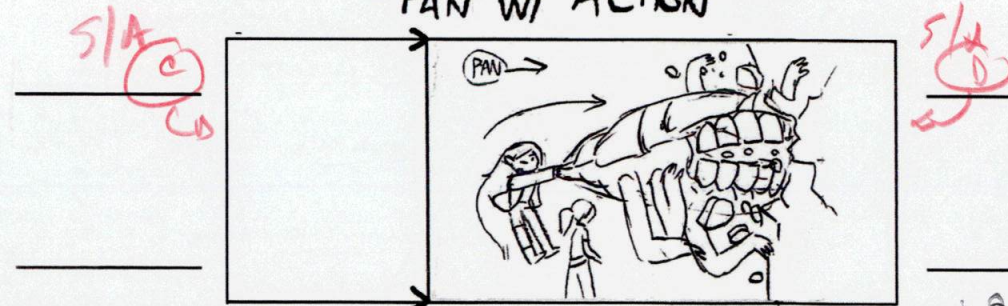
- M'S HAND GROWS HUGE
AND VARMIN-T-LOOKING

Timing:

SFX: *CHOMP!*

FEB 04 2015

- M. STARTS CHEWING THROUGH WALL W/ VARMIN-T-ARM.
- PAN W/ ACTION



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1034/208

Production:

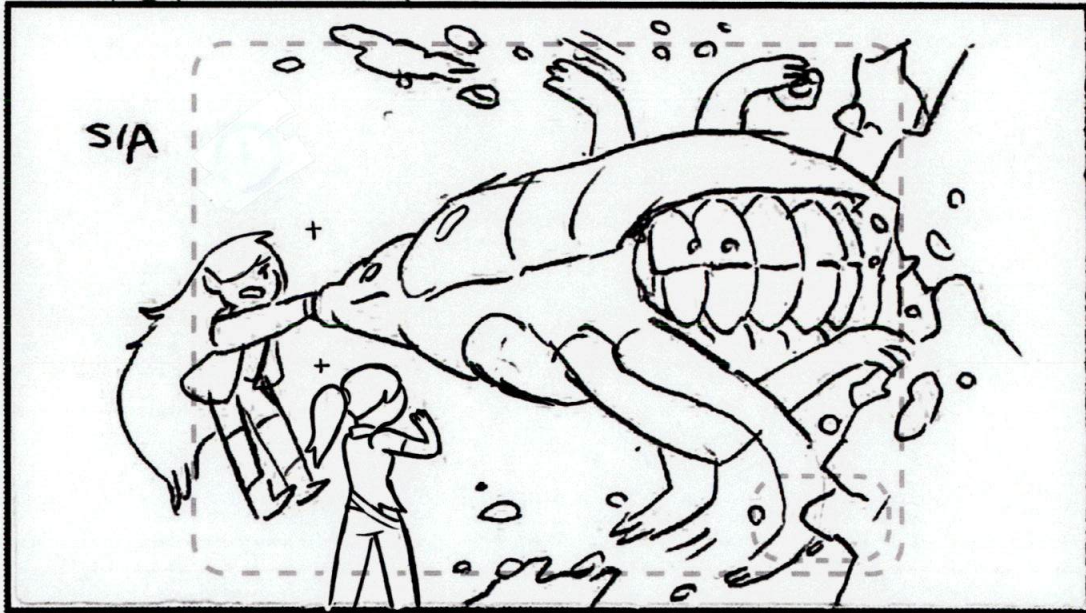
1034/208

ADVENTURE TIME

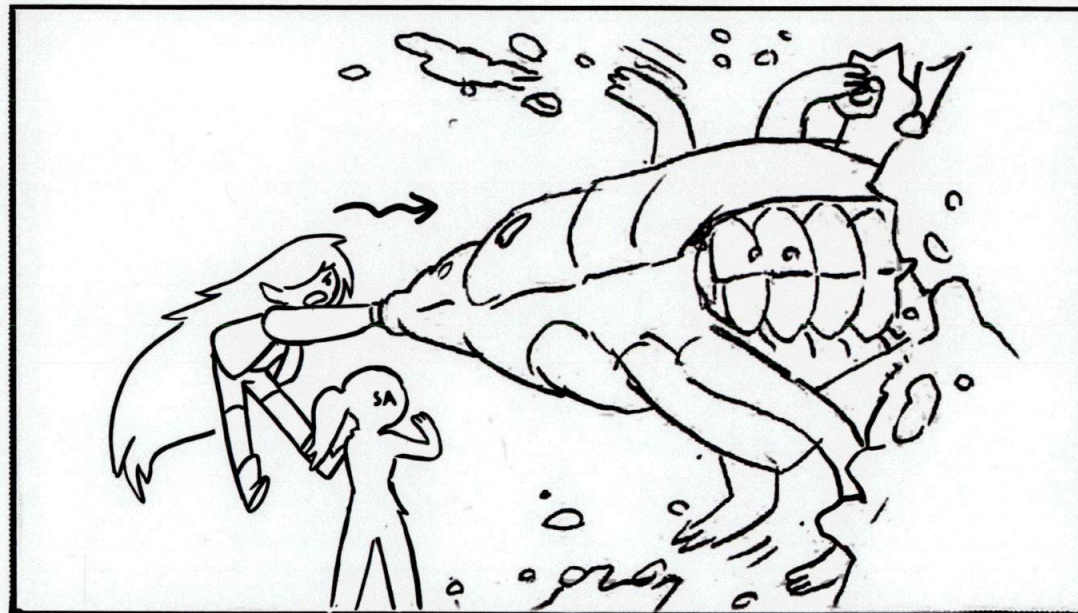


AW
cut

Sc. 161 cont Pnl. E Bg. day night



Sc. 161 cont Pnl. F Bg. day night



Dialog:

SFX:
* DIGGING *

Action:

- VARMINT ARM DIGS
THROUGH WALL W/ ARMS
AND TEETH

Timing:



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Production: 1034/208

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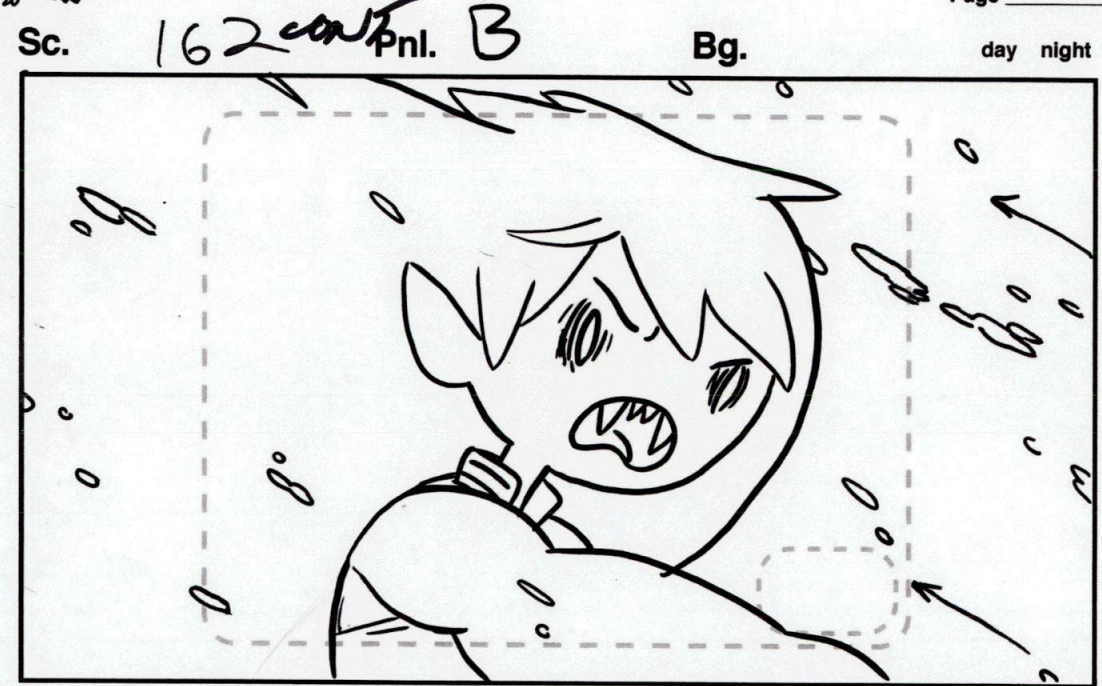
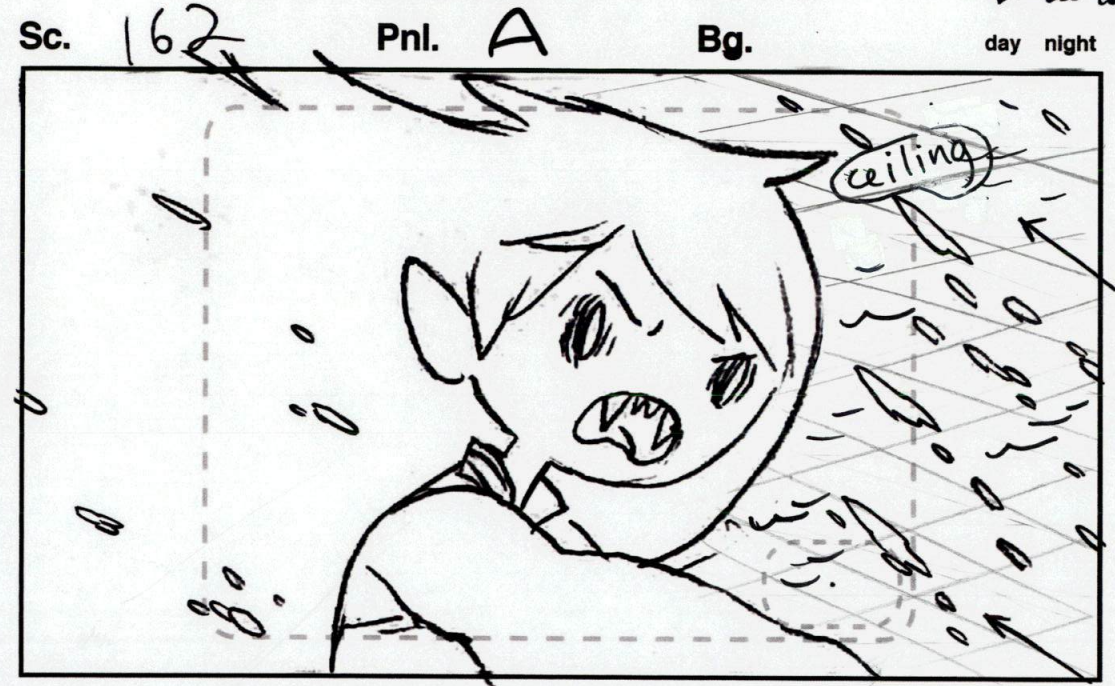
1034/208

HNO
CA

ADVENTURE TIME



Cut



Dialog:	M: DIGDIGDIG DIIIIIG!
Action:	-DIRT FLIES PAST M.
Timing:	

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Production:

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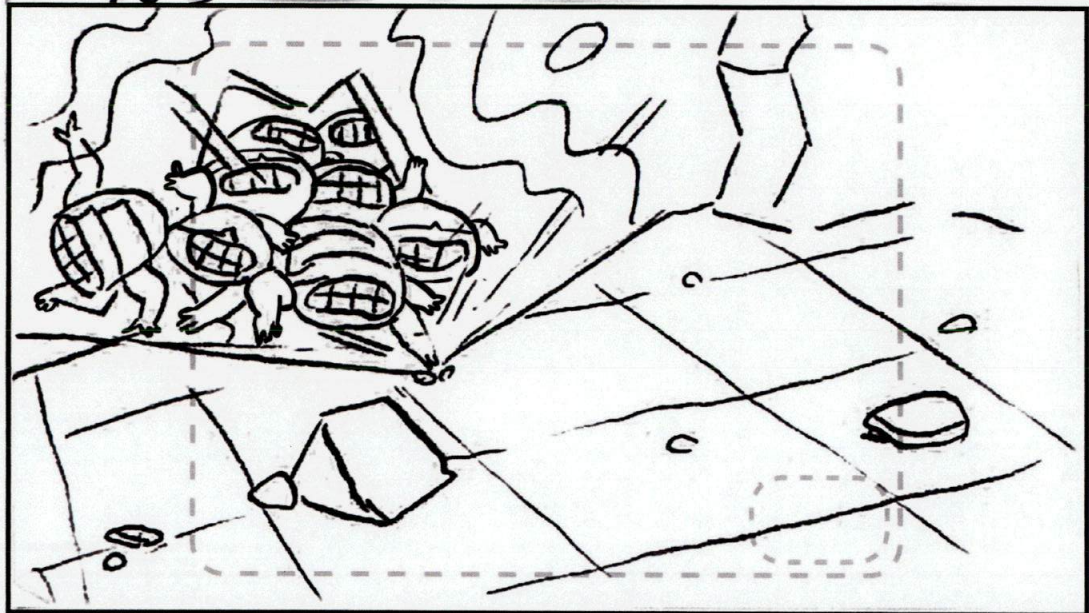
1034/208

Cut

ADVENTURE TIME



Sc. 163 Pnl. A Bg. day night



Sc. 163 cont Pnl. B Bg. day night



Dialog:	
Sfx: * zzz zzt *	Sfx: * SKSHH *
Action:	
- VARMINTS PUSH AGAINST FORCE FIELD.	- FORCEFIELD SHATTERS/ FLUTTERS LIKE PAPER.
Timing:	

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Production:

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ADVENTURE TIME

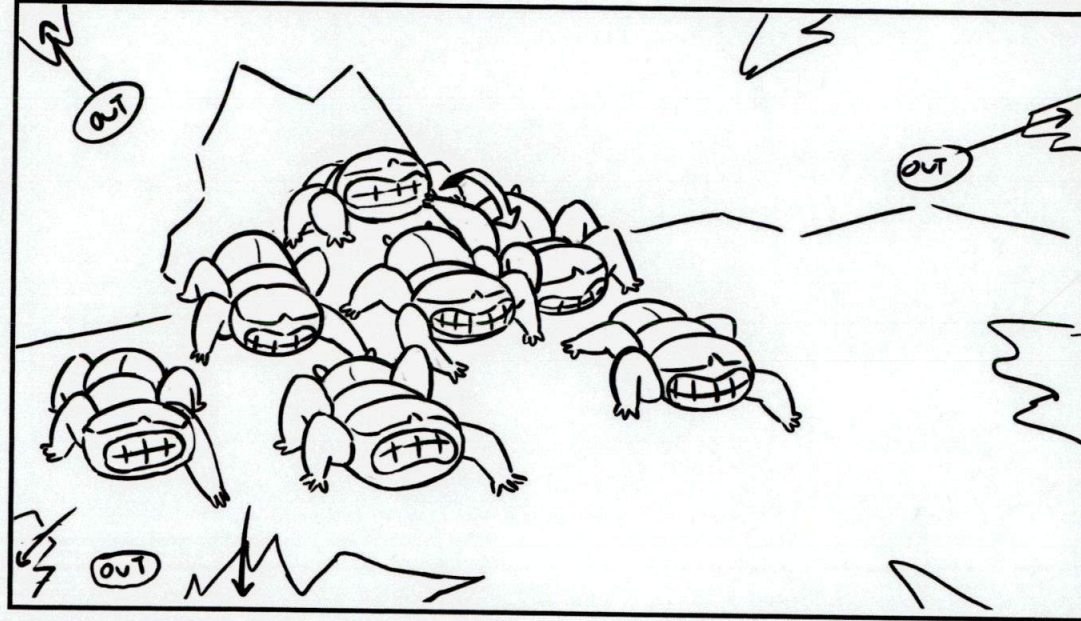


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Sc. **163 cont** Pnl. **C**

Bg.

day night

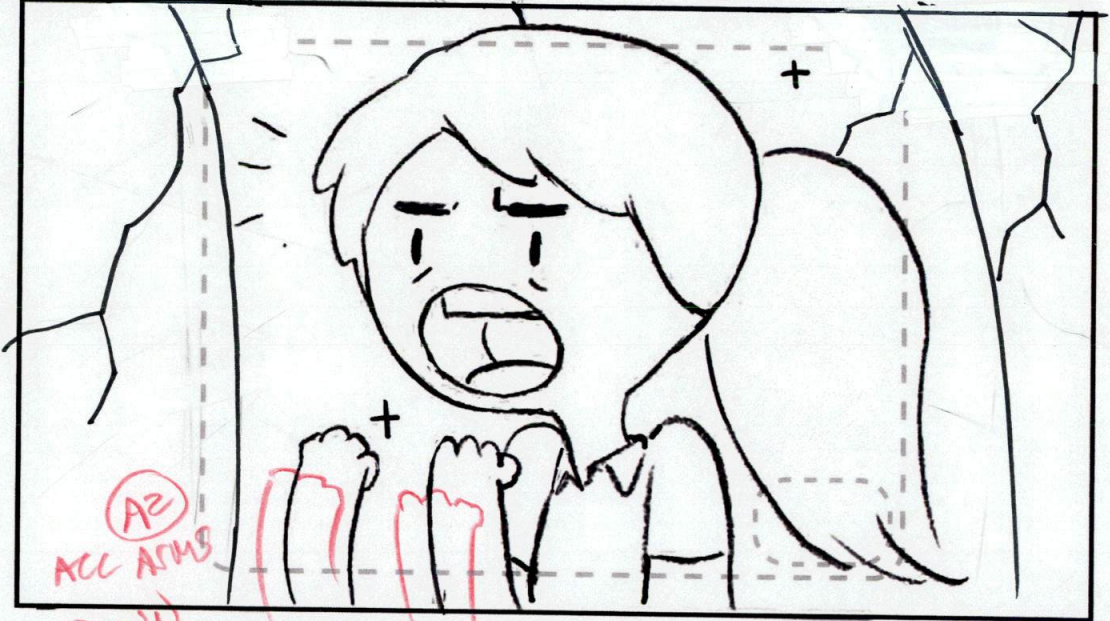


Sc. **164**

Pnl. **A**

Bg.

day night



Dialog:

VARMINTS : [CHARGING
HISS]

Action: -FORCEFIELD FLIES OFF/S
AND DISSIPATES.

Timing:



PB: **VARMINTS! YOU HUNGRY!?**

-PB CLENCHES FISTS.

FEB 0 4 2015

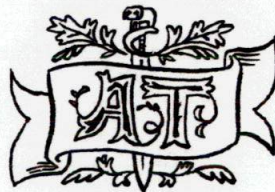
EPISODE #

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Production:

1034/208

ADVENTURE TIME



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Sc. 165

Pnl. A

Bg.

day night



Sc. 165 *cont* Pnl. B

Bg.

day night



Dialog:

PB C'MON! I'LL EAT YOU!

I'll eat your Mom!

PB

I'LL EAT YOUR EGGS-

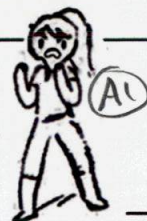
Action:

- M. FINISHES DIGGING.
- DUST & DIRT SHOOT OUT
FROM HOLE.

- M. MORPHIS ARM BACK TO NORMAL.
- M. TURNS TOWARDS PB.

- DUST AND DIRT SETTLES FEB 04 2015

Timing:



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Production:

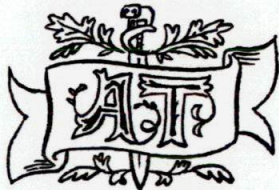
1034/208

1034/208

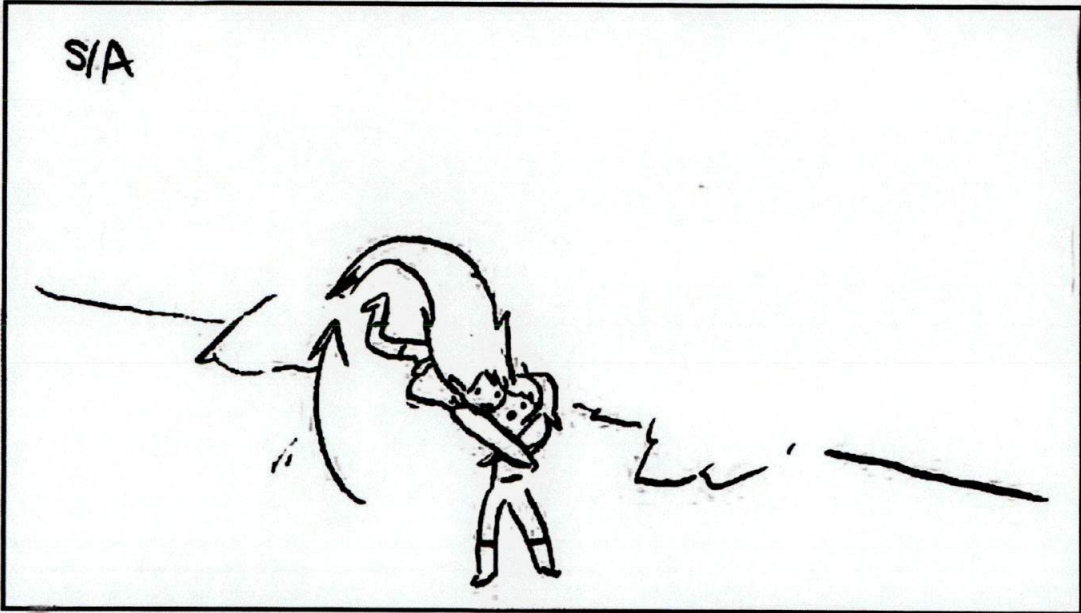
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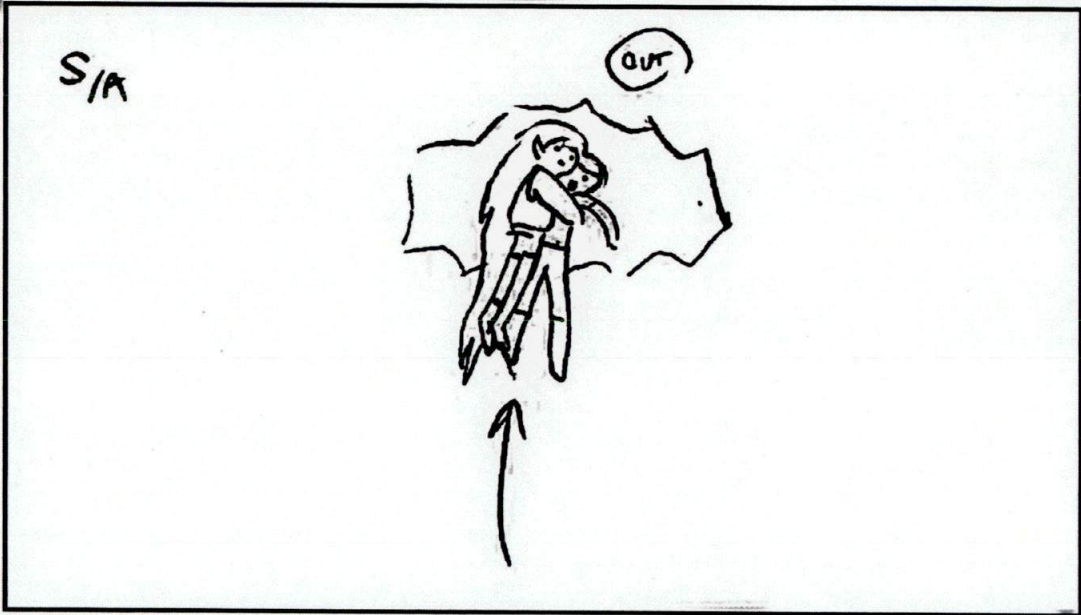
ADVENTURE TIME



Sc. 165 cont Pnl. C Bg. day night



Sc. 165 cont Pnl. D Bg. day night



Dialog:	<p><u>PB</u>: I'LL -- <u>M</u>: WHOOP</p>	
Action:	<p>- M GRABS PB</p>	<p>- M FLIES OUT HOLE AND OFF/S.</p>
Timing:	<p>FEB 04 2015</p>	

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EPISODE #

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Production:

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1034/208

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ADVENTURE TIME



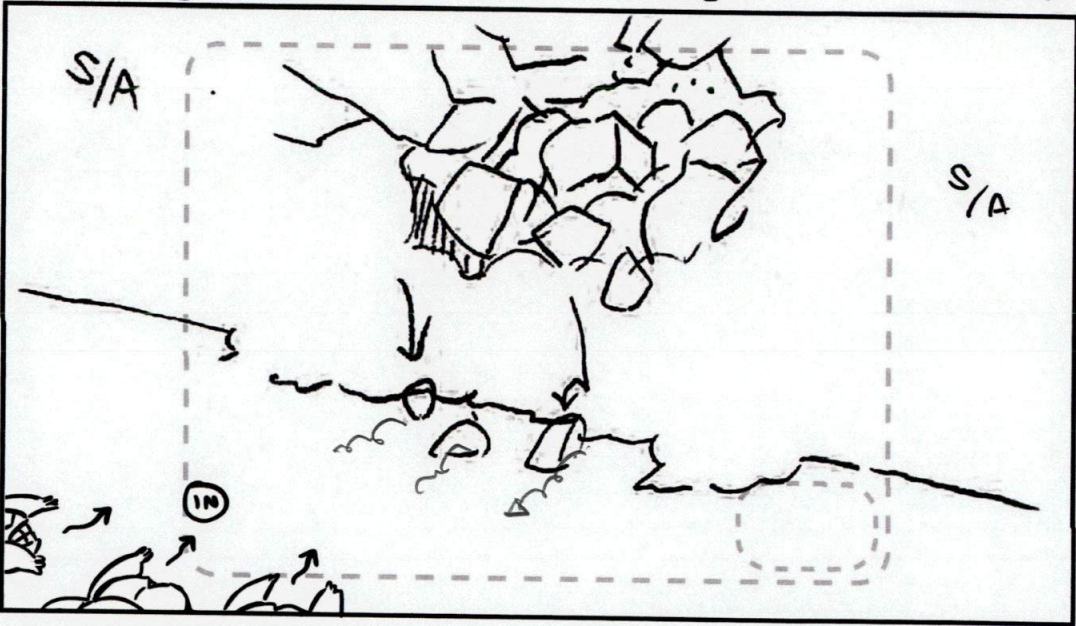
Sc. 165 CONT Pnl. E Bg.

day night



Sc. 165 CONT Pnl. F Bg.

day night



Dialog:

SFX: * RUMBLING *

VARMINTS: HSSSS!

Action:

- HOLE COLLAPSES, ENTRANCE BLOCKED.

- VARMINTS RUSH ON/S.

FEB 04 2015

Timing:

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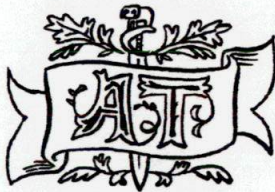
EPISODE #

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Production:

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ADVENTURE TIME



Sc. 165 *cont* Pnl. 6 Bg. day night

Sc. 165 *cont* Pnl. H Bg. day night

cat

1034-208

EPISODE #

1034/208

Production:

Dialog:	<p>SFX: * SKITTER *</p> <p>SFX: * SKITTER SKITTER - THMP! THMP! *</p>
Action:	<p>- VARMINTS SWARM, RAM INTO WALL,</p> <p>- ADDITIONAL VARMINTS CRAWL DOWN WALLS.</p>
Timing:	<p>FEB 04 2015</p>

ADVENTURE TIME



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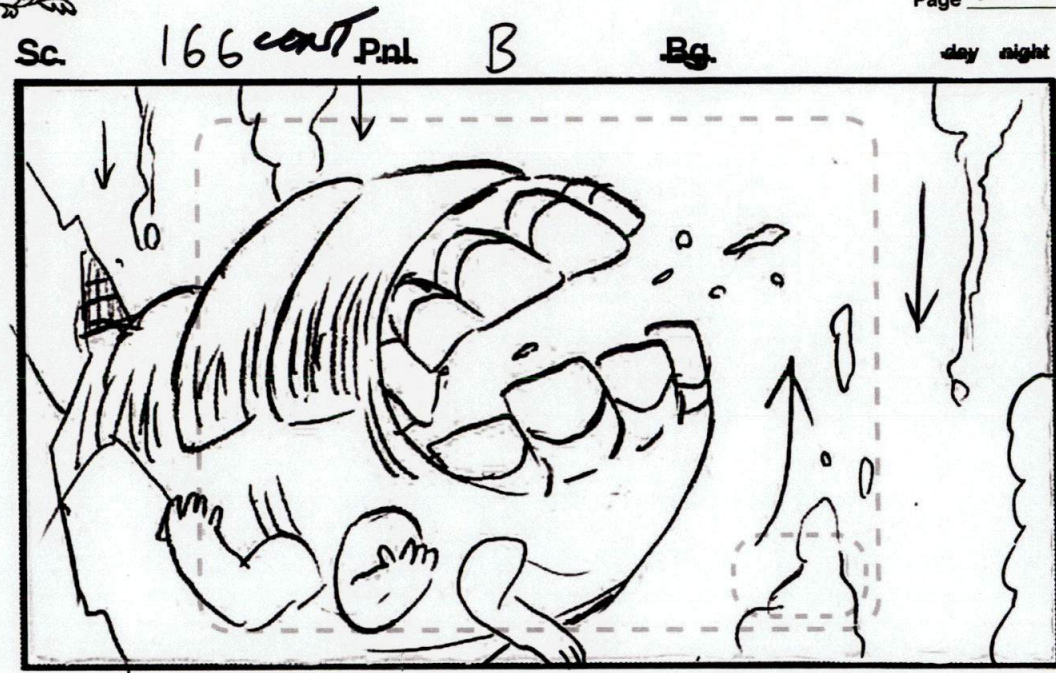
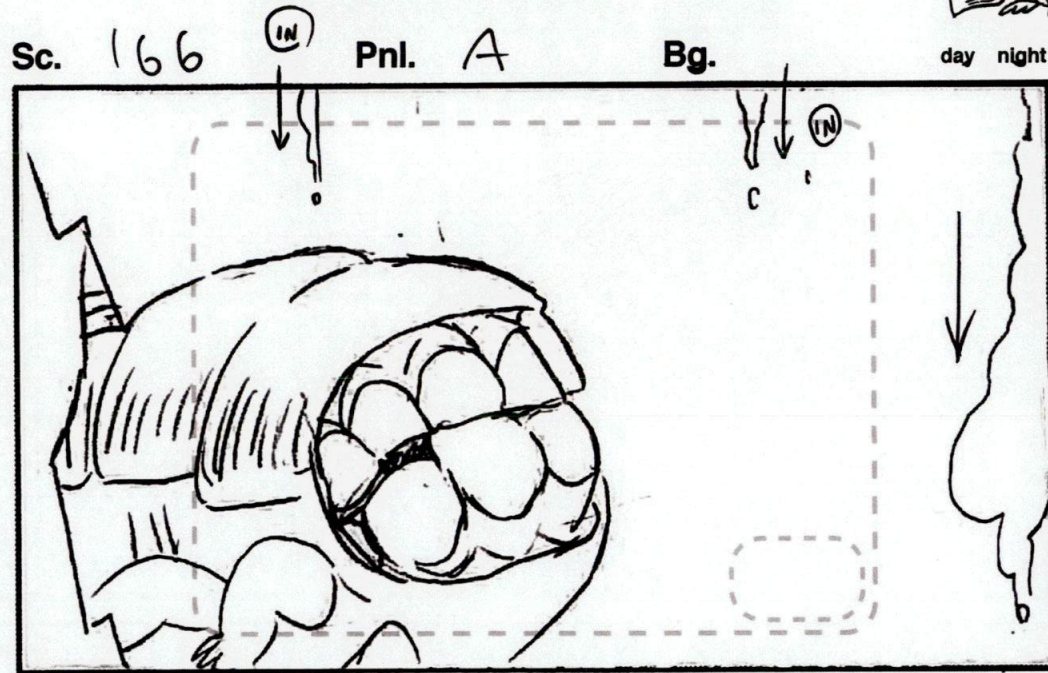
cut
w/ XDISS
w/ POST

1034-208

EPISODE #

1034/208

Production:



Dialog:

M. VARMINT
[ROAR]

XDISS

Action:

- M. VARMINT POKES
INTO CREVICE.

- M. VARMINT ROARS
AT SKY T-REX STYLE.
CAVERN SHAKES.

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Timing:

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ADVENTURE TIME



*cut
w/ X DISS
@ POST*

Page **280**

Sc.

Pnl.

Bg.

day night

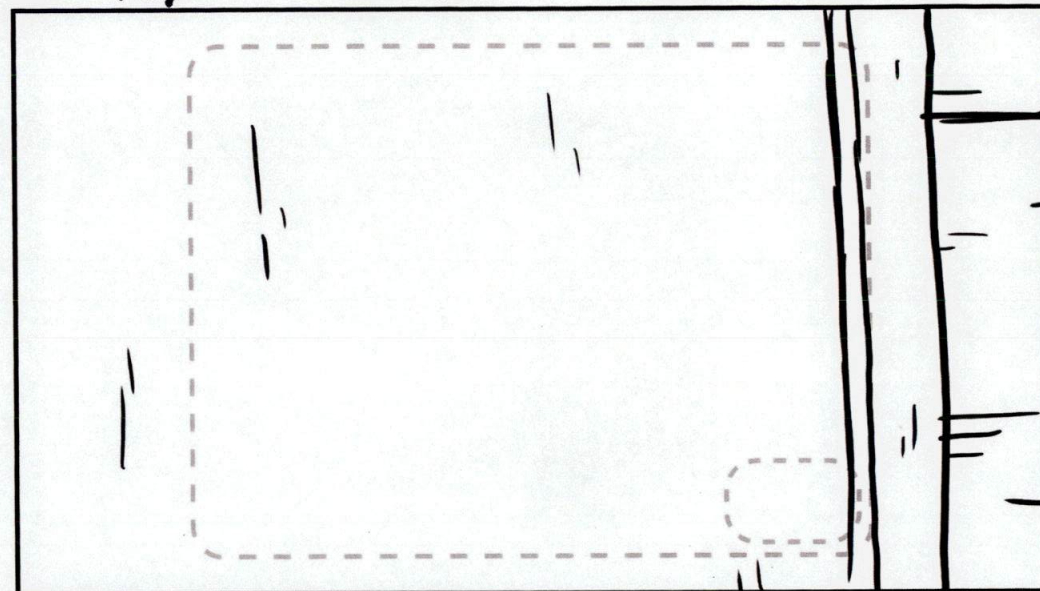
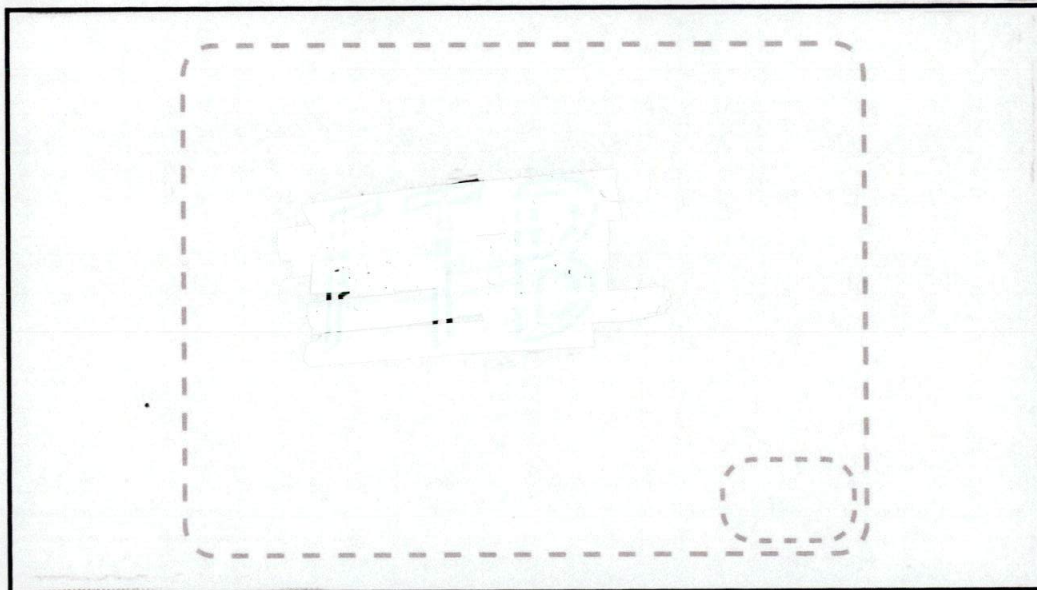
Sc.

167

Pnl. **A**

Bg.

day night



Dialog:

[Faint blue text, mostly illegible] **XX** X DISS

Action:

Timing:

FEB 04 2015

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EPISODE #

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Production:

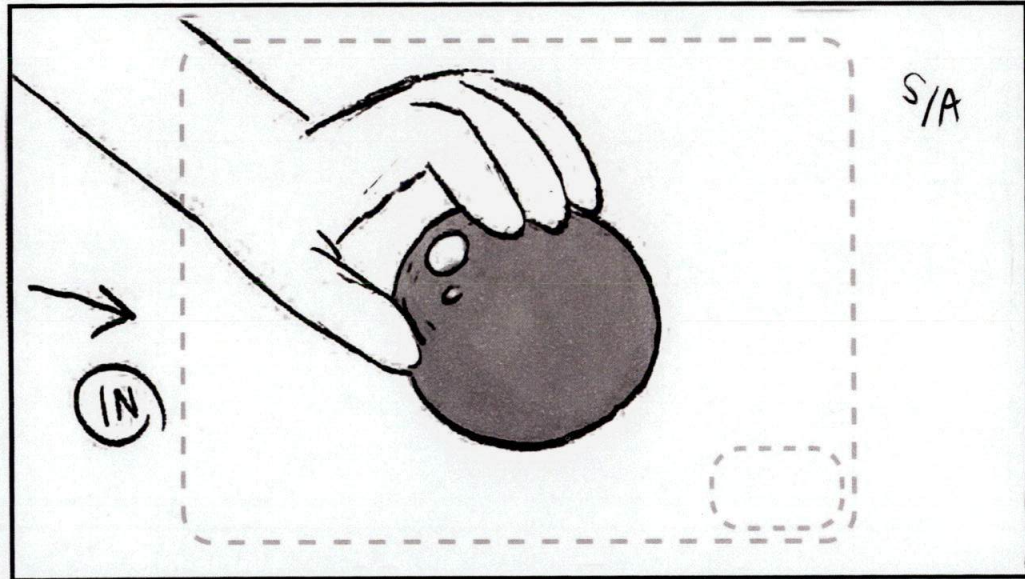
1034/208

1034/208

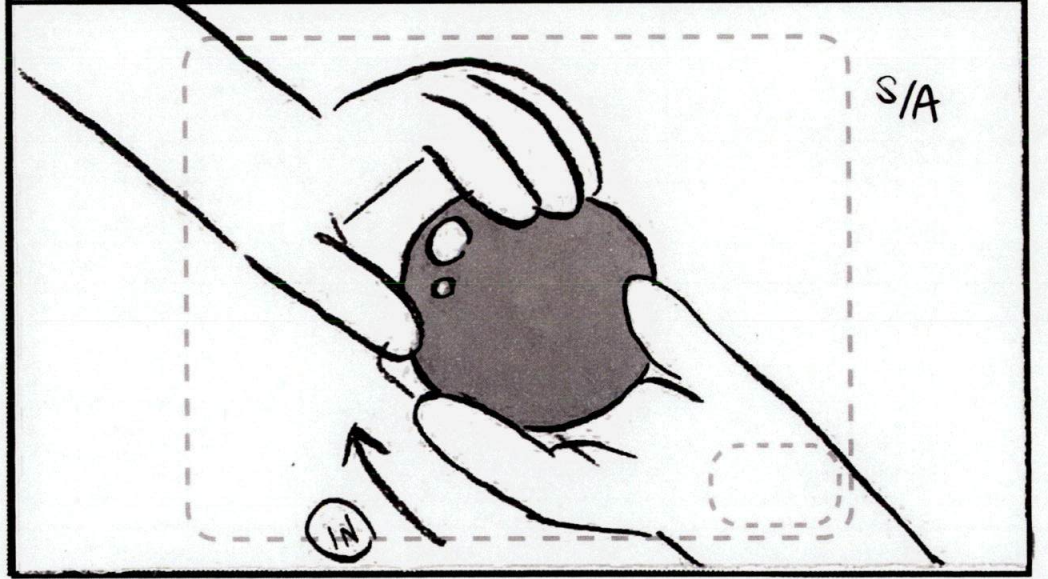
ADVENTURE TIME



Sc. 167 *cont* Pnl. B Bg. day night



Sc. 167 *cont* Pnl. C Bg. day night



Dialog:

Action:

-PB'S HAND COMES
ON/S. W/ RED RUBBER BALL

-M. TAKES RED RUBBER
BALL FROM PB.

FEB 04 2015

Timing:

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Production:

HW
Cut

ADVENTURE TIME



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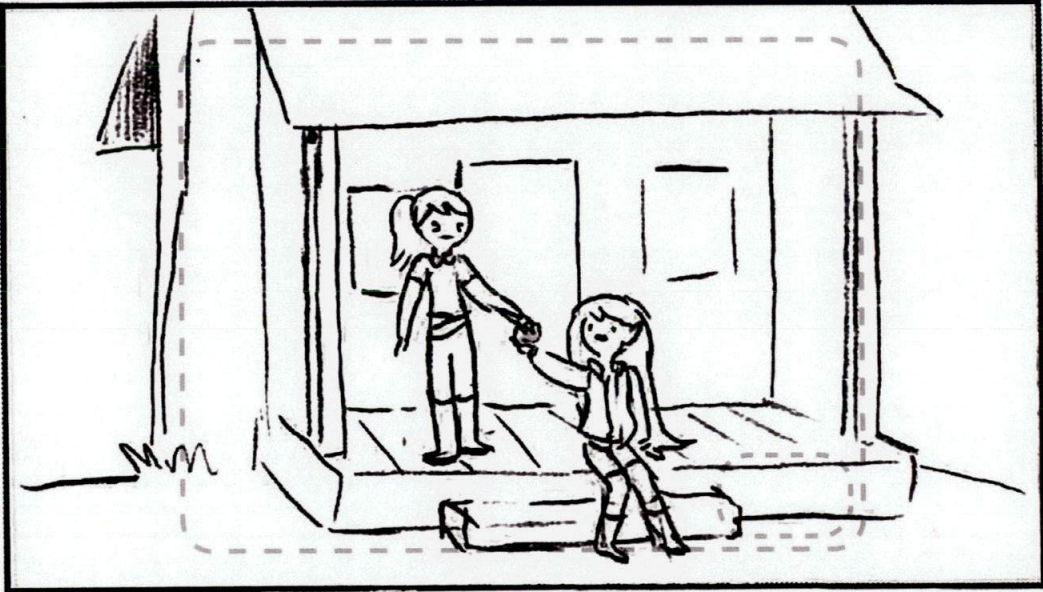
HW
Cut

Sc. 168

Pnl. A

Bg.

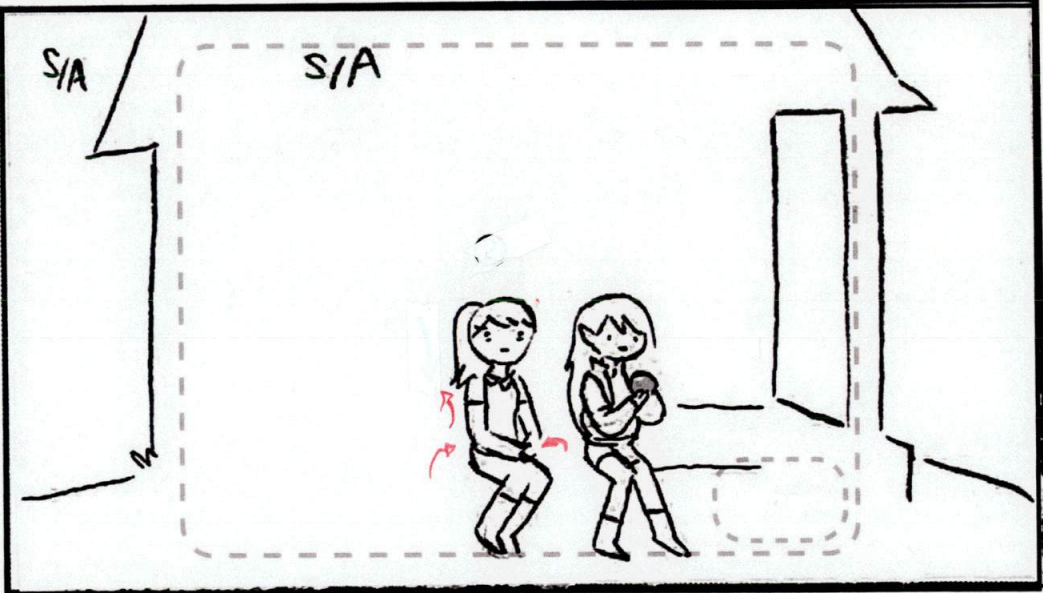
day night



Sc. 168 *CONT* Pnl. B

Bg.

day night



Dialog:

M: (CASUAL)
THANKS . . .

Action:

- PB SITS DOWN

Timing:



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Production:

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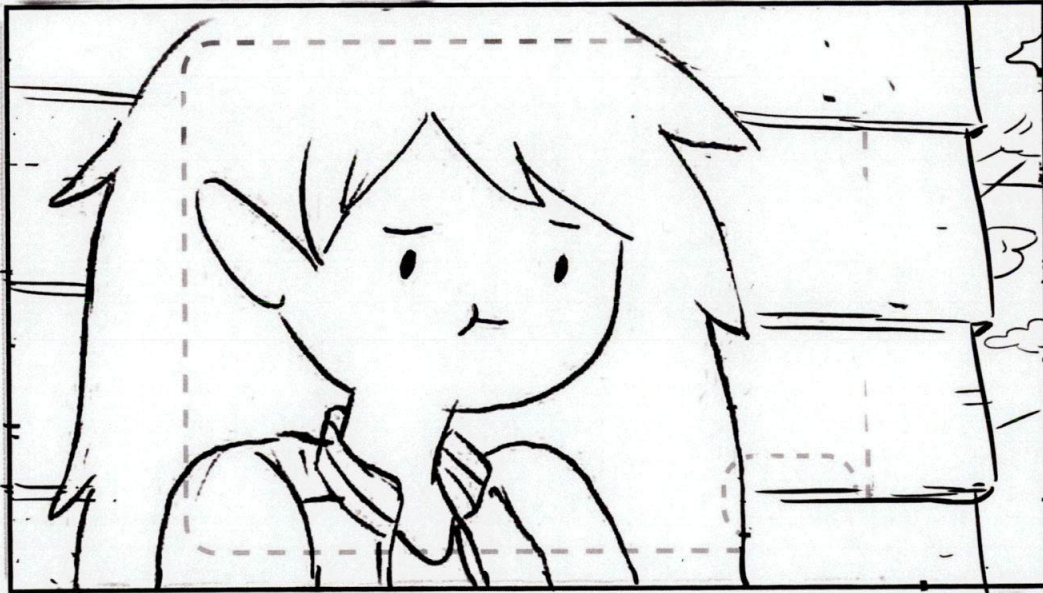
HO
CUT

ADVENTURE TIME

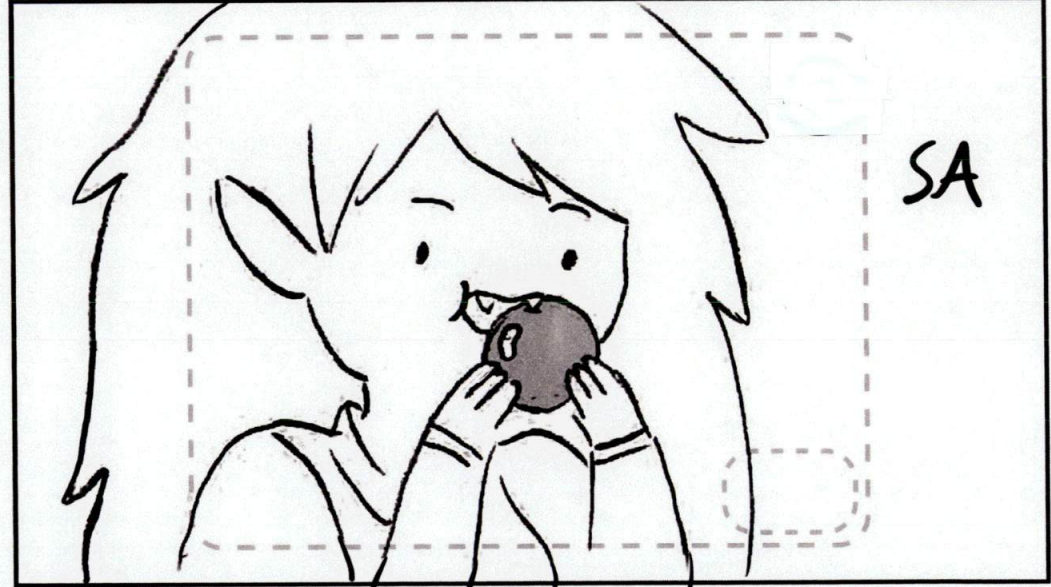


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Sc. 169 Pnl. A Bg. day night



Sc. 169 *cont* Pnl. B Bg. day night



Dialog:

Action: - M. HOLDS UP BALL.

Timing:



SFX: * THK *

M. SINKS FANG
INTO BALL.

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Production:

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1034/208

1034/208

ADVENTURE TIME



Sc. 169 cont Pnl. C

Bg.

day night



Sc. 169 cont Pnl. D

Bg.

day night



Dialog:

M: [SIP]

M: BOING!

Action:

- M. SUCKS OUT RED.

- M BOUNCES BALL
OFF/S

FEB 04 2015

Timing:

EPISODE #

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Production:

ADVENTURE TIME



no cut

Sc. Pnl. Bg. day night

Sc. 170 Pnl. A Bg. day night

Dialog:

Action:

Timing:

FEB 04 2015

EPISODE # 1034-208

1034/208

Production:

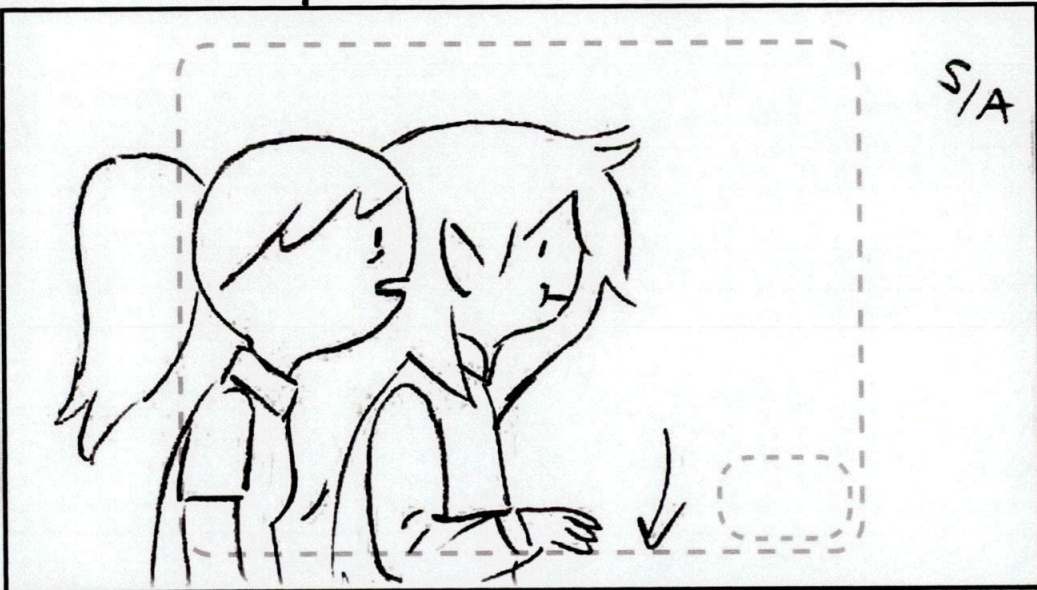
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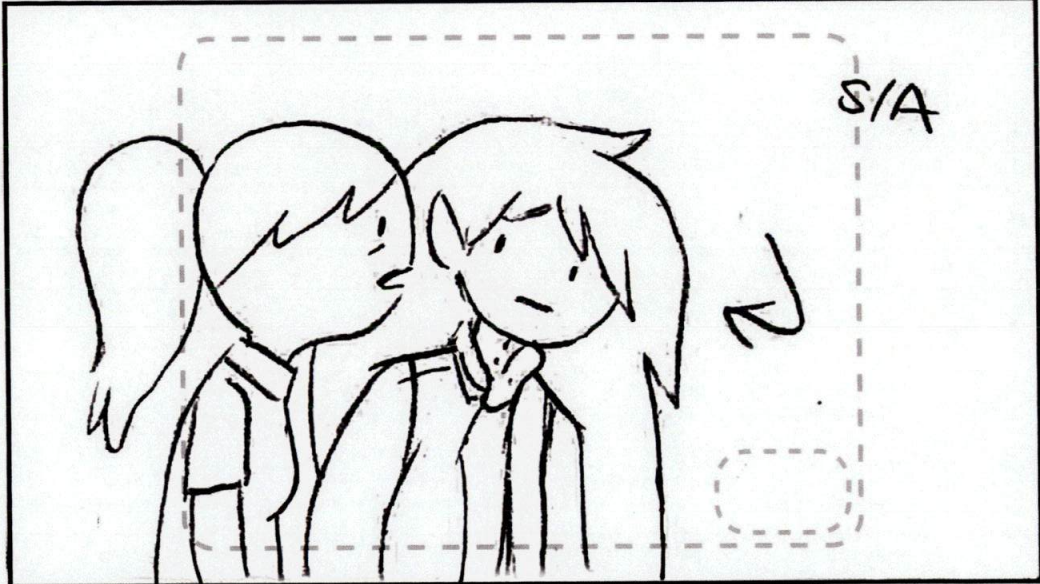
ADVENTURE TIME



Sc. 170 *cont* Pnl. B Bg. day night



Sc. 170 *cont* Pnl. C Bg. day night



Dialog:

PB: I'M CRAZY
TIRED, MARCELINE,

PB: I THINK I
HAYG BEEN FOR
A LONG TIME...

Action:

(OR)

FEB 04 2015

Timing:

LIKE DEEP
DOWN TIRED...

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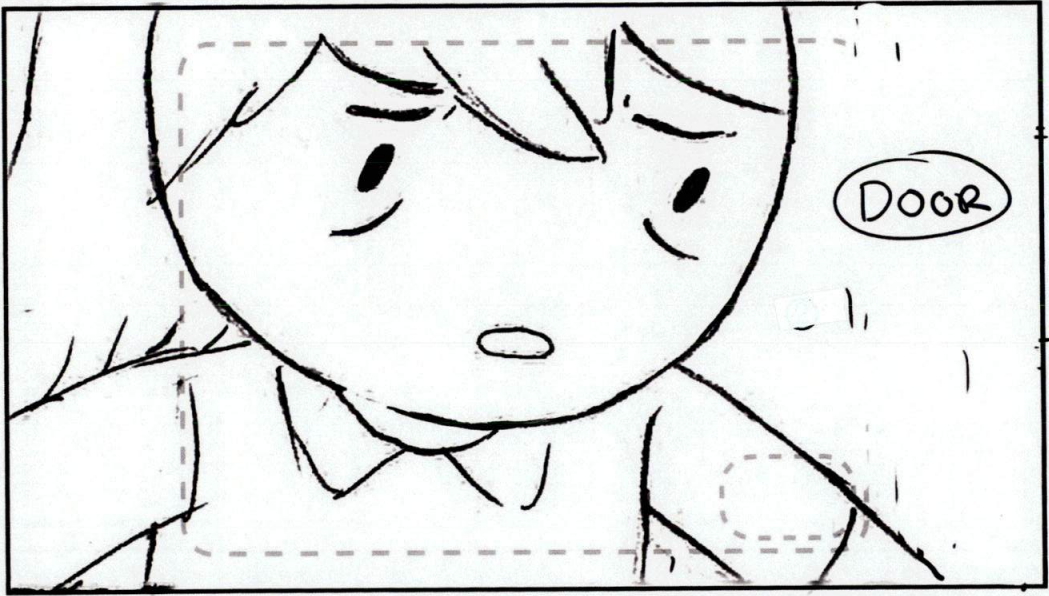
HO
Cut

ADVENTURE TIME



Cut

Sc. **171** Pnl. **A** Bg. day night



Sc. **171 cont** Pnl. **B** Bg. day night



EPISODE # 1034-208

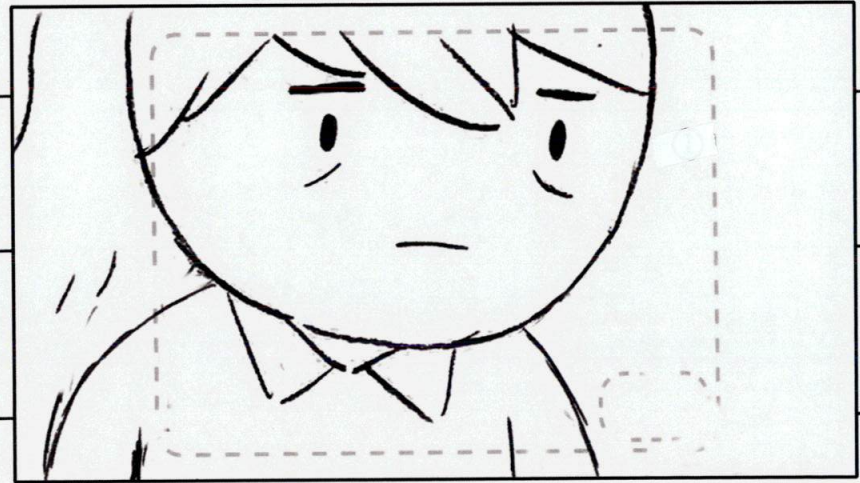
1034/208

Dialog:

PB: [SIGH]

Action:

Timing:



(AI)

PB: BUT THOSE
VARMINTS ARE
STILL OUT THERE, WAITING ...

FEB 04 2015

Production:

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1034/208

Cut

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ADVENTURE TIME



Ho
Cut

Sc. 172 Pnl. A Bg. day night



Sc. 172 cont Pnl. B Bg. day night



Dialog:	<u>M:</u> EH, WORRY ABOUT IT TOMORROW. I'LL KEEP A LOOKOUT TONIGHT...	<u>M:</u> I'LL WATCH THE HECK OUT OF THIS PUMPKIN PATCH...
Action:		
Timing:		



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Hu
Cut

ADVENTURE TIME

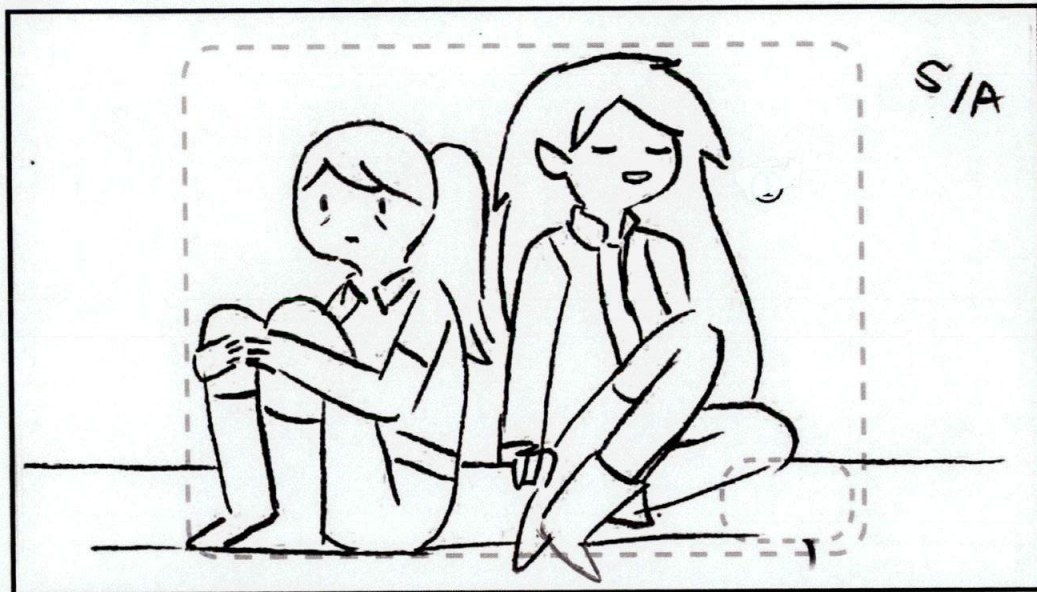


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Sc. 173 Pnl. A Bg. day night



Sc. 173 cont Pnl. B Bg. day night



Dialog:

M: C'MON

Action:

-PB CONSIDERS
FOR A SECOND.

Timing:



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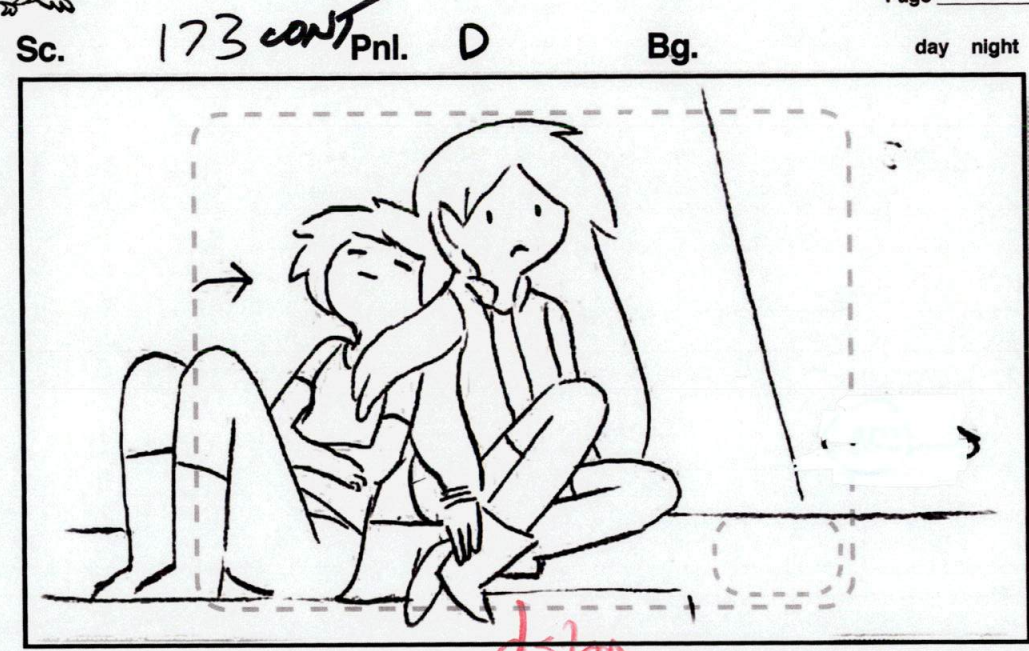
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ADVENTURE TIME



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Dialog:

PB (tired)/ [yawns] ok... maybe for a bit.

SFX! * THPP *

Action:

-PB LEANS FORWARD AND SQUINTS.

S/A
C →

ADJ PAN →

S/A
D

-PB RESTS ON M'S SHOULDER
-ADJ W/ ACTION

Timing:

start stop

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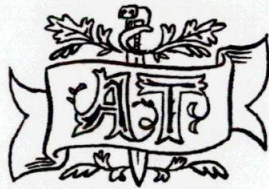
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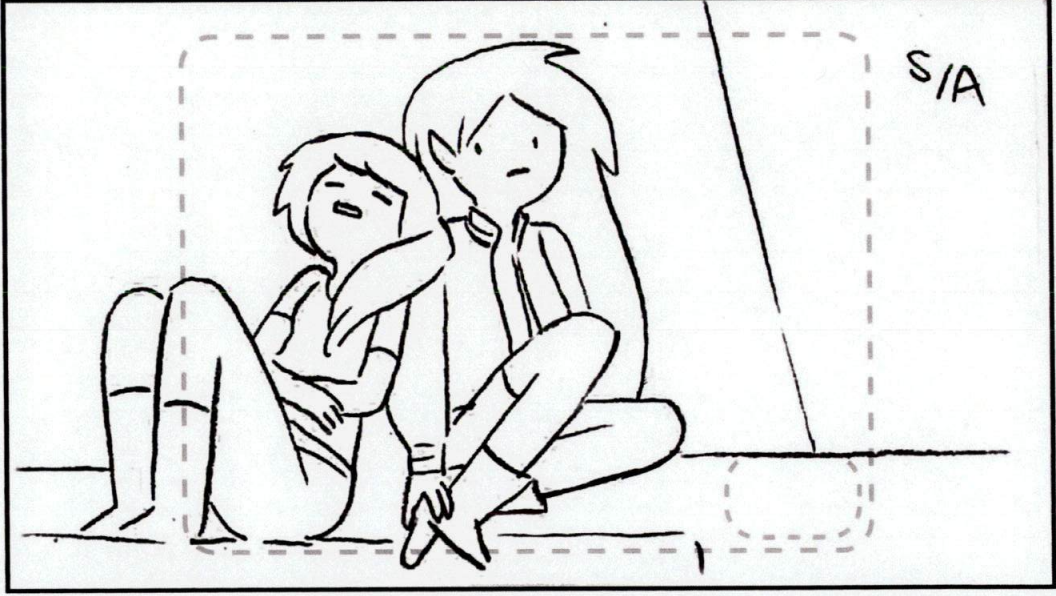
ADVENTURE TIME



Sc. 173 *cont* Pnl. E Bg. day night



Sc. 173 *cont* Pnl. F Bg. day night



Dialog:

PB: DON'T LET ME
SLEEP TOO LONG.

PB: PROMISE TO WAKE ME UP
IN 15 MINUTES...

Action:

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Timing:

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Production:

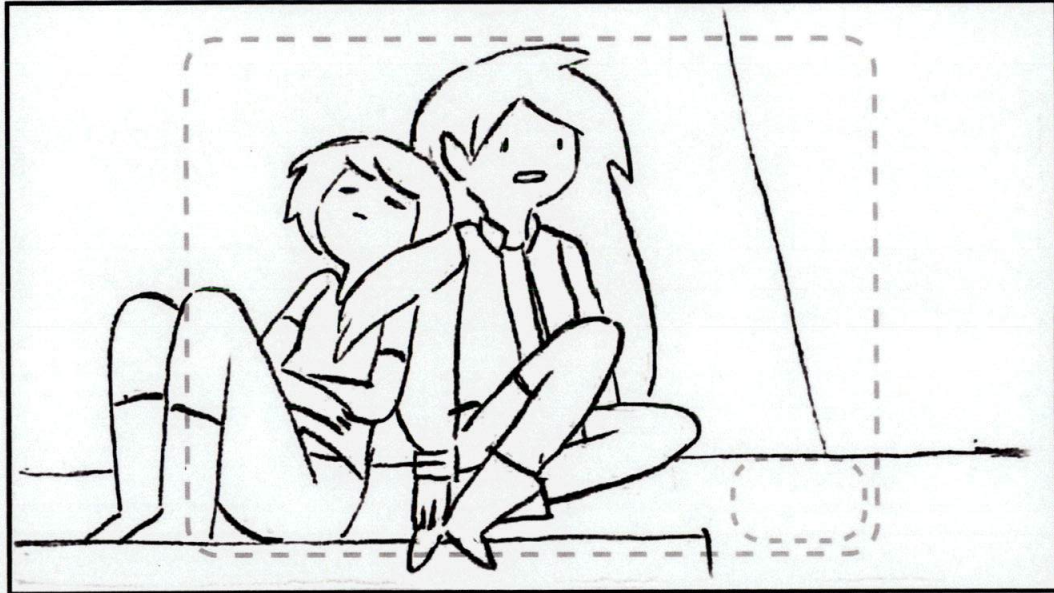
ADVENTURE TIME



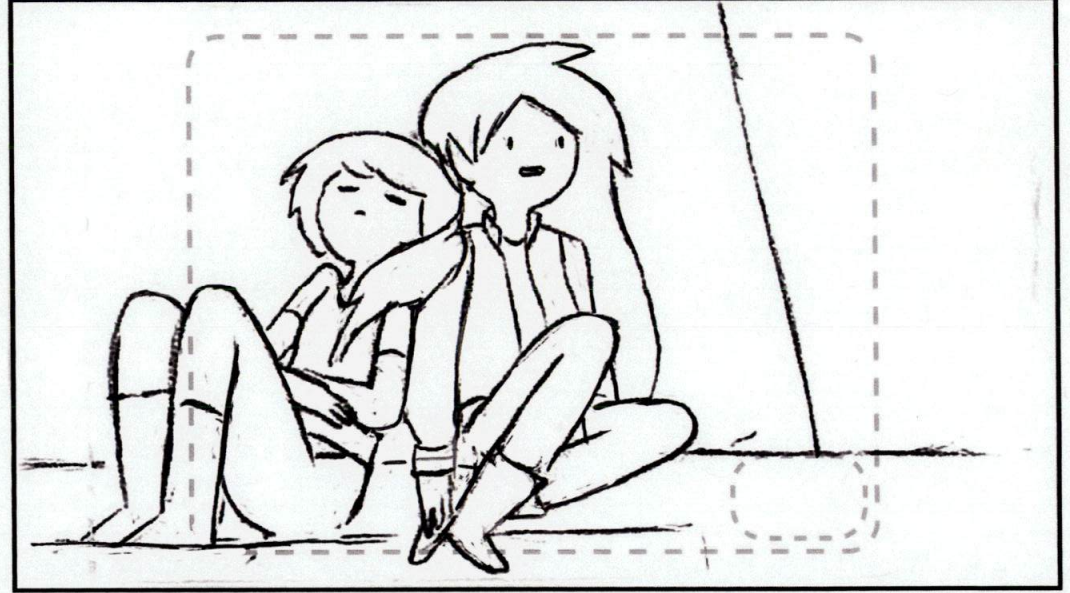
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Handwritten: No Cut

Sc. **173** *cont* Pnl. **G** Bg. day night



Sc. **173** *cont* Pnl. **H** Bg. day night



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Production:

Dialog:	<u>M</u> : I PROMISE . .
Action:	
Timing:	

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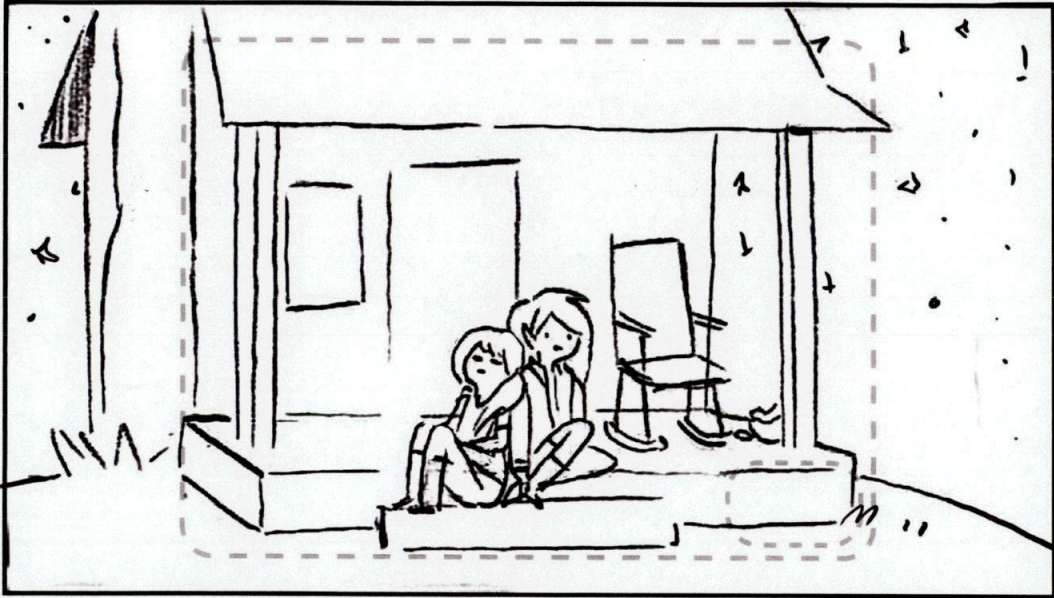
Ho
Cut

ADVENTURE TIME

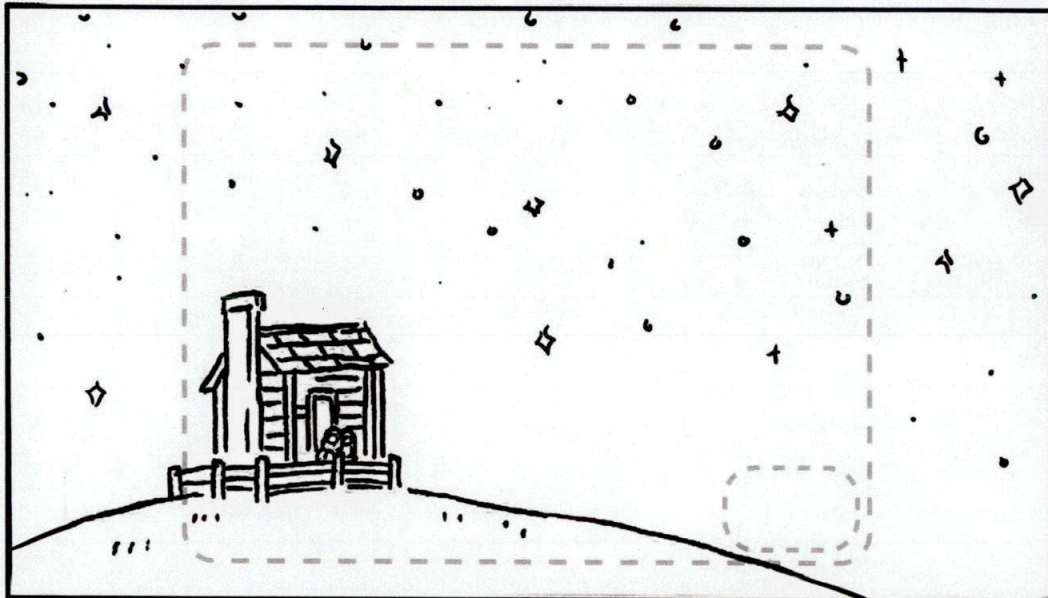


Ho
Cut

Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night



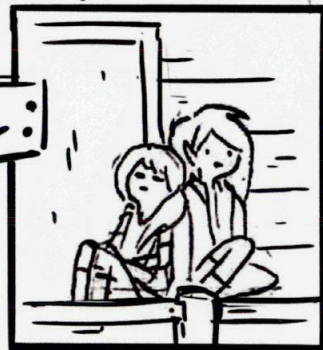
Dialog:

PB: [SNORING]
SFX: [NIGHT SOUNDS]

Action:

Timing:

DETAIL:
POS A



END

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END